R. MacGowan

Avalon Hill Philosophy Part 54

This issue of the GENERAL is somewhat of an experiment. In the past, when we've put all our eggs in the same basket so to speak with an issue concentrating on just one game the results have been either wildly successful as in Vol. 11, No. 4 (PANZERBLITZ) or disappointing as was the case with Vol. 12, No. 3 (JUTLAND). Generally speaking, we've found that the more scattergun the approach the more popular the issue. Most of our readers would rather see many smaller articles on a wide range of games as opposed to major studies of just a few—which they may not own or be interested in. But there are always those who favor the opposite treatment and, although in the minority, we'll never forget them entirely. This issue represents one such effort to appease that faction. The one thing we'll always cling to in publishing the GENERAL is the right to experiment with different approaches to avoid falling into a rut formed by strictly adhering to a single format.

This particular issue might well have been renamed CIVIL WAR ILLUSTRATED or ANGIO-LILLO & HAMBLEN, INC. had we gone through with our original intent of including Richard's Campaign Game variant of CHANCELLORS-VILLE. Discretion proved the better part of valor however and we backed away from a total Civil War issue with some regret. As a result, Richard's excellent work will appear in a later issue.

Joe Angiolillo's efforts should keep our Civil War buffs occupied for quite awhile, however. All the historical trimmings aside, Joe's efforts will enable ambitious readers to replay four Civil War battles utilizing the CHANCELLORSVILLE mapboard and rules with his adaptations and counters. The latter have been laid out in such a way that they fit exactly over the standard AH blank ½" counter sheet which you can purchase from our parts dept. for $1.00 plus the usual shipping charges. A liberal coating of rubber cement and a half hour with a razor blade will leave the industrious reader with five Civil War games where once he had only CHANCELLORS-VILLE.

Readers will notice that we've begun to number the insert pages as integral parts of the magazine. Many readers have been reluctant to cut out the insert and we don't suppose that numbering the pages will lessen this any. However, the four page insert in the center of the magazine is just that—an insert. We will continue to use it for printing forms and advertisements. Xerox duplicates will be accepted for those not wishing to mar their magazines but handwritten want-ads, etc. will not.

Most of the material appearing in the GENERAL is staff written but we do solicit articles from the readership. Rejected manuscripts are always returned to the sender upon request. Authors of published material are eligible for remuneration in the form of free AH merchandise. We don't promise anything but are always interested in obtaining quality material and invite you to try your hand if you feel you can meet our standards.

ORIGINS II

It's hard to believe that it's already time to preview the events to be seen at ORIGINS II. Yet, this issue contains the official pre-registration forms for the Second National Wargaming Convention to be held July 23rd, 24th, and 25th at Johns Hopkins University. We urge you to make your reservations as soon as possible.

We have made arrangements for ORIGINS to travel to other cities in future years and therefore are not holding anything back in making this farewell convention effort a truly memorable one. With a year's experience behind us, we are determined to correct last year's problems and have an unblemished national show in '76.

Included in this issue are pre-registration forms for entrance, lodging, and the various competitions to be held at ORIGINS . You are urged to carefully read all details contained herein and then mail the respective forms with check(s) for full payment ASAP. We have on-campus lodging for only the first 550 pre-registrants. In addition, many of the activities are limited solely to pre-registration and will be closed to those not so pre-registered. Still others will be limited to a set number of entrants and once that number is obtained the events will be closed. Competition will be the focal point of ORIGINS so don't be left on the outside looking in. Make plans to pre-register in at least one event.

Due to the failure of other participating companies to give us full details on their planned activities by presstime we can accept pre-registration for only some of the events at ORIGINS II. Hopefully, we will be able to pass on information pertaining to other events in the next issue. You will be able to register for these later added events at the con, however.

PRE-REGISTRATION

Admission to ORIGINS II will cost $3.00 per day or $8.00 for the weekend when paying at the door. Pre-registration will be limited to admission for the entire weekend and will cost $6.00 The increase is due both to inflation and increased services. Whereas, last year things were done as cheaply as possible, the 1976 event will be 1st class in every way. All checks should be made payable to Interest Group Baltimore (with the sole exception of the JHU dormitory fee). All pre-registrants will be mailed a 32 page convention program and plastic badges which they must wear at all times while at the show. Therefore, pre-registrants will have no lines to wait in! You'll be able to walk in off the street with your badge and automatically partake in any con activities. For this reason, we urge you to pre-register as soon as possible to guard against having to wait in the lines that marred the opening of last year's show, and to guarantee your position in the event of your choice. Pre-registration must be completed by June 30th. We will mail no materials after July 1st so a pre-registrant after that date will have to sign in at the registration desk and brave whatever lines may exist.

Hopefully, lines will be much less of a problem this year. Keys for JHU housing will be picked up directly at the dorms from JHU officials. Neither I.G.B. nor AH officials will have any hand in housing matters. Trained professionals will be on hand to handle the check-in
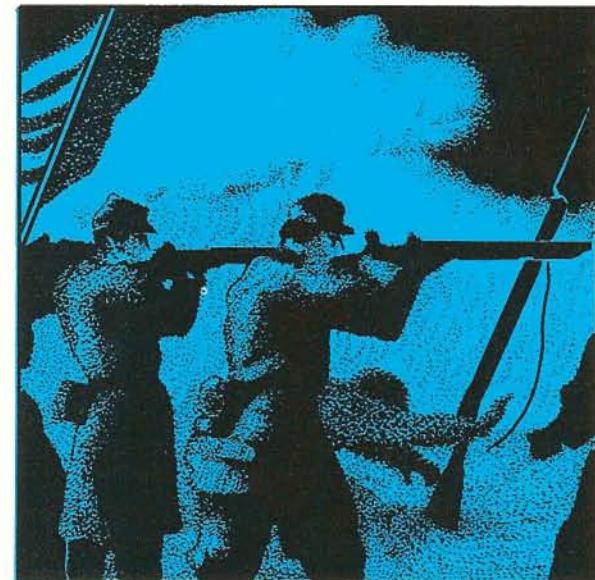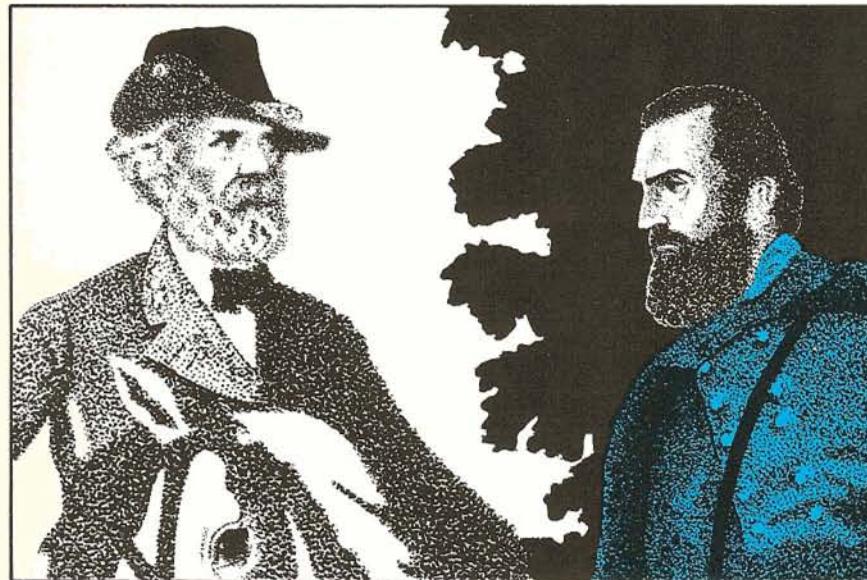
FOUR ROADS TO RICHMOND

by Joseph A. Angiolillo Jr.   with Richard Hamblen

THE RIVER OF WAR

by Richard Hamblen

In eastern Virginia, all campaigns led to the Rappahannock near Fredericksburg.

To understand why this was so, it is necessary to look at a map and talk a little bit about the unseen strategic realities in Virginia.

Starting south from Washington D.C. and the Federal base at Alexandria (as any Federal army would have to begin), the most promising route of invasion followed the line of the railroad to Richmond. In the contested region of northern Virginia this route followed the railroad through Centreville, Manassas Junction, Warrenton and Culpeper Court House before it ran past Cedar Mountain and into Orange Court House and the road south to the North Anna river and Richmond.

This route was attractive because it had the railroad available to support a supply line and because where it crossed the Rapidan and Rappahannock rivers, at Warrenton and Cedar Mountain, those rivers were easily fordable. If necessary a flanking column could even be sent upriver to outflank any defense along the river line.

An invasion farther inland was unattractive because the terrain was rough and there were not enough roads to support a big supply line, especially in bad weather. The Bull Run Mountains formed a shield that ran beside the railroad from Centreville down to the upriver area. Beyond the Bull Run Mountains was the Shenandoah Valley, and the Shenandoah was a treacherous place dominated by easily-defended passes. An invasion down the Valley would be headed away from Richmond anyway, and it would be running the risk of being boxed away from defending Washington. The main Federal army never set foot in the Valley throughout the war.

On the other side of the railroad line there was another route of advance that should have been insignificant as well. This route was down near the Chesapeake Bay and the lower Potomac, where the rivers grew great enough to severely hinder maneuvering.

Just south of Alexandria, this route entered the box formed by the Occoquan, Potomac, and Rappahannock Rivers, an area that contained such important towns as Stafford Court House, Falmouth, and Aquia Landing on the Potomac. This area was deeply within the Federal sphere of control in Virginia—with major rivers hindering movement in every direction the area was just a trap for a Confederate army. The trap was worse for the Confederates because the rivers in their front were lesser obstacles than the river in their rear—the Occoquan was a much smaller river than the Rappahannock, to the west there was open ground aiding any attack from Warrenton, and the Federals could even strike from across the Potomac through their fleet. The tactical disadvantages of the position were so evident and so dangerous that the Confederates never tried to hold it with a sizable army and only dared to hold it at all when they were utterly certain of being able to retreat to Warrenton. As a result the Federals built a major depot at Aquia Landing and maintained it throughout the war, a secure supply line coming down the waters of the Potomac. (On the *Chancellorsville* mapboard the road leaving at WW37 would come to Aquia Landing in a few hexes.)

South of the Potomac there were areas more suited to a Confederate defense. The possible route of invasion divides nicely into two regions of terrain south of the Rappahannock. From Fredericksburg east the terrain was open but the Rappahannock was deep and could not be forded; west of Fredericksburg itself was the Wilderness, a tangle of woods and underbrush that reached nearly to Orange Court House. The Wilderness was the area of possibilities and danger, for here the Rappahannock could be crossed in many places, but there were few roads and a battle turned into a complex, unpredictable thing where the Union army's extra manpower did not count for much. If an invader could get past these areas he would come next to Spottsylvania Court House and a road south, but moving across the coastal lowlands he would find more wide, deep rivers blocking his way to Richmond.

Clearly the railroad line offered fewer obstacles to an advance. Yet in the end, although Federal

armies were always willing to maneuver along the line of the railroad, when they finally moved south to fight they always came to the Fredericksburg area.

The reason why this had to be is hidden in the nature of the strategic balance in Virginia. The Federal army's size was balanced by the Confederate army's speed, and both of these factors tended to drive the Federals down towards the Fredericksburg route.

The size of the Federal army had three effects. First of all, the Army of the Potomac was an army that very definitely marched on its stomach and had to have a secure supply line. Throughout the war it was continually the largest accumulation of humanity on the continent, outside of the cities, and it often had present twice as many men as any other front line army, Confederate *or Union*. Manpower massed on that scale had special limitations on it: to keep all its human, horse, and cannon mouths fed it could not rely on the chancy business of foraging off the land (especially in war-ravaged Virginia), it had to have a secure supply line to keep it functional. Confederate eruptions onto that supply line could cripple the army's ability to fight for its advances and could end a campaign by themselves. Such a large army had to have a supply line.

The size of the Federal army created other problems as well. An army that size overloaded the road networks, forcing the army to march in small groups on many roads, and an army moving in many columns must march deliberately and with care if it is to keep its cohesion. The very size of the Federal army forced it to move slowly just so it could stay coordinated in front of the enemy.

Lastly, the size of the Army of the Potomac made it all the more valuable and irreplaceable. To lose Washington D.C. would be a catastrophe, but to lose half of the Federal front-line soldiers in existence in one campaign would be an irreparable catastrophe, a consideration which weighed on the mind of every commander of the Army of the Potomac and increased their caution accordingly. It might be possible to abandon your supply line in a conquer-or-die maneuver with a smaller army out

west, but it would be madness to play conquer-or-die with Robert E. Lee when the stakes were the Army of the Potomac.

All of these consequences of the size of the Federal army—the need for a secure supply line, the slowness in maneuver, and the avoidance of risks—were magnified greatly by the Confederate Army of Northern Virginia's greatest strength, its ability to move and strike swiftly and far.

Under such circumstances a Federal advance along the line of the railroad was fraught with dangers. Confederate raids striking from behind the screen on the Bull Run Mountains could descend at will onto any supply line through Centreville (the raids were so unstoppable that the whole area became known as "Mosby's Confederacy" later in the war), and sometimes such raids would turn out to contain a whole Confederate Corps trying to bag the entire Union Army!

So in the end the Federals were never willing to chance a great battle with such a long overland supply line behind them. Raids would weaken their ability to win a battle, and in the event of a defeat or even a stalemate they would face the threat of a Confederate super-raid cutting off the retreat of the whole army.

Down near Fredericksburg things were not so risky. The wide Potomac with its friendly Federal fleet was near, and a short and perfectly safe supply line could run to Aquia Landing and then out to sea. The threat of Confederate maneuvers was cut down by the difficult terrain, and if the Federal attacks also became that much harder it was a cheap price to pay for the twin luxuries of steady supplies and a safe retreat after a defeat.

So, at last, one after another the Federal commanders of the Army of the Potomac came to the same conclusions and came down to Fredericksburg to fight. And Robert E. Lee was always there to meet them.

. . . Which, in the end, might have been a mistake. Lee could make the Federals lengthen their supply line again merely by retreating to the good defensive positions behind the North Anna river, and once again the Federal commanders would have to face the threat of a raid coming down behind them. For Lee it was in miniature the question that plagued the Confederacy as a whole—whether to sacrifice ground in the interests of a possibly devastating counterattack.

The Federal Generals who came
to the River of War:

McClellan, in March 1862. He turned away and came at Richmond by water.

McDowell, from April to June, 1862. He did not march south.

Pope, in July and August 1862. He tried to operate along the line of the railroad, and had the error of his ways shown to him.

McClellan, in October 1862. He tried to operate along the railroad and cautiously guard his line of communications, which made him so cautious that he would not fight. He was replaced.

Burnside, in November and December 1862, came and fought at Fredericksburg.

Hooker spent the winter there and in April 1863 came to fight at Chancellorsville.

Meade, in August 1863, operated along the line of the railroad following Gettysburg. There was much wary maneuvering, too wary to bring on a great battle.

Grant, in April 1864, came south to fight at the Wilderness on the longest road of all; the road to Richmond.

It was a close decision, and in fact Lee did offer to let the Federals across the Rappahannock a few times, but the Federals were always too wary to fall into any trap. Lee only offered the opportunity when he had forces perfectly positioned to raid into the difficult river country.

And as the war went on, and Lee's force and his ability to counterattack dwindled, he became more and more willing to be satisfied to defend with the advantages of the Rappahannock and the Wilderness, accepting the morale advantages of stopping every Federal attack at the Rappahannock, and making the Federals fight for every inch of territory rather than gamble on a chancy raid in the river country.

So in the very end the road to Richmond led past Fredericksburg, by mutual consent. In men, money, and powder spent there it was, and is, the most valuable section of real estate in America.

PROLOGUE TO FREDERICKSBURG

In the first place the problem was political.

Due to the political nature of the Civil War the northern politicians were deeply committed to victory, distrustful of the military establishment, and very aware of their own power in a volunteer war effort run on popular support. All of these factors led the politicians to intervene in the military's conduct of the war.

The politicans were untutored in military science, however, and they were unwilling to blindly trust their expert advice (they distrusted the peacetime officer corps because of the southern sympathy known to exist there). As a result the politicians were forced to think in the simplest and most obvious terms: advance or inaction, obedience or disobedience, victory, or defeat. The politicians were going to take an active part in the war, and the generals were going to have to deliver in a most obvious fashion; this was the political pressure that lay on them always.

The political factors, and the political pressure, were all enormously magnified in the fall of 1862. The Emancipation Proclamation, revered and controversial at that time, had sent the political stakes through the roof. At the same time the politicians were at the end of a year of trying to get the most prestigious soldier in the North, George B. McClellan in command of the Army of the Potomac, to advance and fight. Time after time McClellan had defied them, and their wrath grew as they mobilized their pressure.

Finally, on November 5, 1862, McClellan, "Young Napoleon," the most beloved commander the Army of the Potomac ever had (and the best, according to Robert E. Lee), was removed from command for refusing, one last time, to advance and fight.

The master was gone, replaced by a longtime subordinate, Ambrose E. Burnside.

Everybody was very sensitive to what the political pressure was saying: Advance! And fight!

(Note of some interest: On November 6, before he received word of his dismissal, McClellan routinely ordered that all the military stores at Harpers Ferry be sent to Washington. Among those stores was the pontoon train of the army. Keep an eye on those pontoons . . .)

THE CAMPAIGN OF FREDERICKSBURG

In the campaign of Fredericksburg the Army of the Potomac started by moving too fast, failed because it moved too slowly, and finished by not being able to move at all.

The new commander, Ambrose E. Burnside, submitted a plan of advance for approval before he even formally assumed command of the army.

On November 14, 1862 Lincoln approved the plan.

The next morning the Federal Army was marching.

It might be wise here to look at the opposing armies at that instant.

The Army of the Potomac was spread along the line of the railroad to Culpeper. Lee's Army of Northern Virginia was divided into two equal sections, half under Longstreet guarding Culpeper and the other half under Jackson far away in the Shenandoah Valley, threatening to erupt through the passes onto the railroad supply line.

The Federal army was positioned primarily for defense. Four army corps were near Warrenton, half-heartedly threatening Lee and Longstreet across the barrier of the upper Rappahannock, but three more were back watching Jackson and holding the passes at Harpers Ferry and above Centreville. A final corps—the III—was just rejoining the army after a prolonged convalescent stay in the defenses of Washington.

The Army of the Potomac was composed of many elements with differing histories, and combining its old strength with new arrivals it was going into this campaign with its power at a wartime high. The heart of the army was the troops that McClellan had organized and that had gone with him to the Peninsular Campaign: the II, III, V, and VI corps (the IV corps had been wrecked and discontinued on the Peninsula, its troops going to fill out the VI corps). Added to them was the I corps, only one division of which had made it to the Peninsula. There were also two runty corps formed out of the troops that had been left to garrison the Shenandoah and West Virginia, the XI and XII corps. Finally there was the alien IX corps that had made its reputation—and Burnside's—in a campaign down in the North Carolina sounds.

The army's command was a mixture of old and new as well. To ease his administrative duties Burnside had organized these eight corps into four miniature armies called "Grand Divisions," each miniature army containing two corps with artillery and cavalry support. The artillery reserve was still kept separate. To staff the eight corps and four grand divisions Burnside had three corps commanders, four division commanders, and four brigade commanders from the Peninsula-era army (Sigel commanded both the Reserve Grand Division and the XI Corps); for six of them Fredericksburg was their first campaign in corps command.

The Army of Northern Virginia was more conventionally organized, but it had been somewhat reorganized as well. Jackson's Corps was unchanged with the two Valley divisions and the oversized divisions of the Hills, but the brigades of Longstreet's Corps had been shifted to form more balanced divisions with incompetent commanders weeded out. The artillery of the whole army had been overhauled, with the understrength or inefficient batteries merged into the others, although the batteries had not yet been organized into battalions, a reform that was to come after Fredericksburg. For commanders of his two corps and nine divisions Lee had two corps commanders and four division commanders who had held their positions since the Peninsular campaign—and of the new men, three were Early, Hood, and Pickett!

Lee's command was much better led than the Federals', and in the tactical pause since Antietam many stragglers, recovered wounded, and new recruits had joined the army. The Army of Northern Virginia was going into the campaign of Fredericksburg with its effective strength at a wartime high.

On November 14, Lincoln's approval still warm in his pocket, Burnside sent out his orders. The Grand Divisions were set up. A message was sent up to Washington asking that a pontoon train be sent to Fredericksburg at once. Sumner's "Right Grand Division" was ordered to Fredericksburg to meet the pontoons and cross.

. . . Mistake. The campaign was starting too fast. With no one paying special attention amidst the general shifting of stores, the order to send the pontoons from Harpers Ferry had not been received until the 12th. The pontoons were just arriving in Washington on the 14th. The message came back that it would take a few days to get a pontoon train together.

Burnside didn't listen. Franklin's Grand Division marched on the 16th, the VI Corps coming from Jackson's front and the I Corps from Lee's. The artillery reserve followed the next day, with Hooker's Grand Division bringing up the rear. The whole army was moving for Fredericksburg.

In Washington the pontoon train was casually assembled. Casually? No one had thought to tell the commander of the train why they were needed. Going through channels fighting red tape, he gradually requisitioned the horses and wagons he needed.

In military science there is an axiom about "converging columns"; the rule is, don't depend on two independent columns arriving at the same place at the same time.

For Burnside, one column was his army. The independent column was the pontoon train.

The entire cutting edge of the Army of the Potomac, three Grand Divisions and the artillery reserve, were in position opposite Fredericksburg by November 19. That day the pontoon train *started* from Washington, its commander worrying about manhandling the clumsy things down the rough roads.

Lee had not been idle. Deducing accurately from the Federal corps marching across his front, he had started two divisions and a cavalry brigade for Fredericksburg on the 18th, and on the 19th he sent the rest of Longstreet as well. Lee knew he had been flanked—there were only two batteries and two regiments to oppose a Federal crossing at Fredericksburg—and he expected he'd be forced back to defend on the next river to the south, the North Anna. Confederate engineers were already preparing a position there.

In the Federal camp dissention reigned. Cross! said the subordinate generals. Send Sumner across in boats. Hooker wanted to cross by the fords above the city.

Burnside waited for the pontoons. He thought the fords would not remain useable under the crossing of a large body of troops or a supply train. The army waited.

On the 21st of November the last of Lee's army had arrived and was entrenching behind Fredericksburg. Lee, sure at last that he'd found the whole Federal army, sent a message to Jackson in the Valley: come in towards Fredericksburg, but take your time. It was raining and Lee was worried about the roads, but he thought Jackson could still threaten the Federal flank from Culpeper.

On the 21st the pontoon train, halfway down from Washington and struggling in the mud, had to use its pontoons to cross the swollen Occoquan River.

Marching leisurely, Jackson came into Orange Court House on November 26. The roads were so bad that it was pointless to advance him to Culpeper. On the 27th Lee ordered him into Fredericksburg.
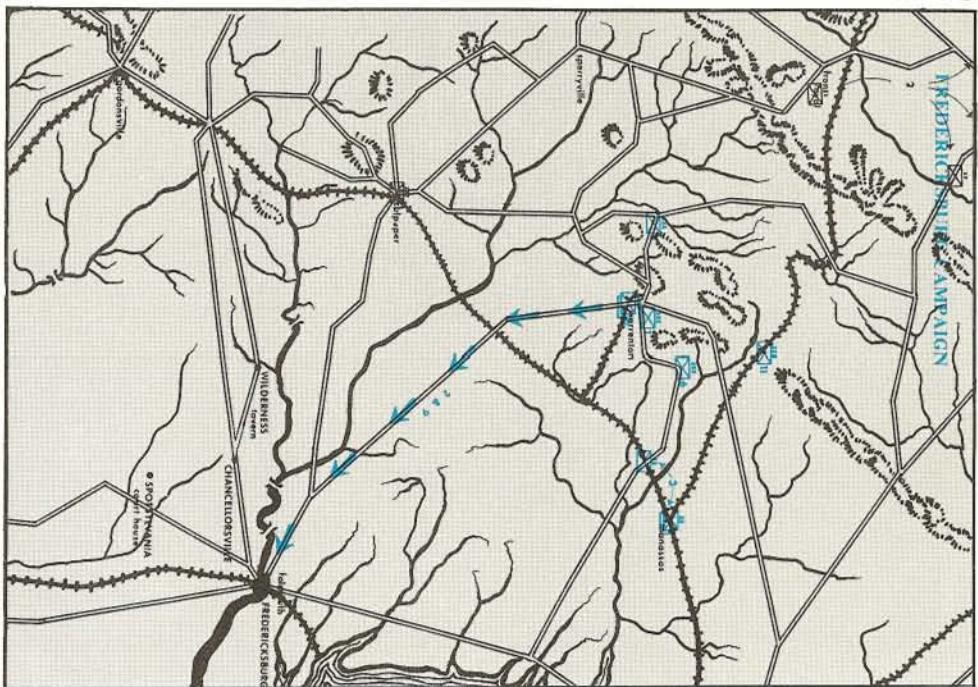
Having finally abandoned the impassable roads, the pontoon train at last floated down to the Army of the Potomac.

After arresting the officer in charge of the pontoon train, Burnside immediately started searching for a place to cross. Fredericksburg was unappealing with Longstreet's corps waiting there on the hills, so Burnside started looking downstream where the Rappahannock was wider and there were only a few places where it was possible to throw a bridge.

Two possible places were found: fifteen miles below, at Skinner's Neck, and five miles below that at Port Royal. Engineers were sent, and Burnside himself went down to look the places over.

On November 30 Jackson's Corps arrived at Fredericksburg. Burnside was feverishly getting ready to cross at Skinner's Neck.

On December 3, Jackson's corps marched downstream and occupied the positions that seemed so interesting to all those Federal engineers.

Burnside was blocked. The campaign had finally lasted too long. It was a failure.

It was too late in the rainy season to try a campaign of maneuver and besides the railroad supply line had been dismantled and it would be an enormous job to set it up again. Burnside could move to another line and try again. But in front of him was the whole army of Northern Virginia, entrenched in an awesome position.

By all military rules Burnside should have just closed the campaign and gone into winter quarters. He could not maneuver and how could he fight?

BUT . . . from above there came the pressure. Advance and fight! We have had enough waiting!

Burnside remembered McClellan's decapitated career. And Burnside was nowhere near the powerful figure that McClellan had been. Burnside always believed in following orders, he'd even submitted his plans for approval and hadn't budged until they were approved . . .

ADVANCE AND FIGHT!

On December 11, 1862, the Army of the Potomac was crossed into Fredericksburg, where two days later it assailed the Confederates on the heights.

About that Confederate General Joe Johnson had the final word, when he heard about the battle from afar: "what luck some people have. Nobody will ever attack you or I in such a place."

Two days later, under cover of darkness and storm, the Federal army stole back across the river.

The campaign of Fredericksburg was not yet over, however. Despite the catastrophic reaction to the battle (Kentucky almost seceded), the political pressure continued from above. Nine of the eighteen divisions that had crossed the river were almost unscathed, and in addition both the army and the garrison at Washington had additional troops that had not even been near the battle.

The Reserve Grand Division had been left behind to guard Harpers Ferry and the approaches to Washington. It had started to move south at the same time that the main army began crossing the Rappahannock, and the XI joined the main army just after the battle. The XII Corps was left around Centreville, but it was just a few days' march away and Burnside could call it in whenever he wanted it. In addition a convoy of unassigned regiments was released from the defenses of Washington and marched down to Burnside along the Maryland bank of the Potomac. They crossed to Aquia Landing the day of the battle.

So, numerically, the Army of the Potomac was in acceptable condition. Morally, however, it had been crippled. The junior officers were aghast at the stupidity and carnage of the battle, and had had the additional shock of seeing Burnside practically fall to pieces after the first day's catastrophe. Now, with the season growing even later Burnside was still talking about advancing.

Worried delegations of officers began to slip into Washington to have some confidential discussion with the War Department.

Lee, meanwhile, was perfectly willing to wait it out on this line if it took all winter. Hampton's cavalry brigade was stationed up by Kelly's Ford, and regularly it darted up and razed the miniature supply road that came down the Virginia bank of the Potomac. That's where he'd been while the battle of Fredericksburg had been going on, and after the battle he continued the raids, culminating in a massive expedition of all the brigades led by Stuart himself on December 27.

Burnside was about to start another movement when a warning message from Lincoln stopped him.

Finally, on January 20 Burnside was moving again. It was clear that he would never be able to win through at Fredericksburg, so at last he was listening to Hooker's advice. This move would be

via the fords upstream. The whole army was set into motion, the XII Corps was ordered to march down to the main body.

Lee saw this move and started his columns to intercept.

. . . And on the 20th of January it rained. On the 21st it rained. The pontoons, moving to the fords, became hopelessly bogged down. The artillery became immobile in the mud. It rained. The infantry itself finally slowed, unable to move.

This was the famous "Mud March," and it finished Burnside. The army finally turned around and squished its way back to its winter camps on the 23rd.
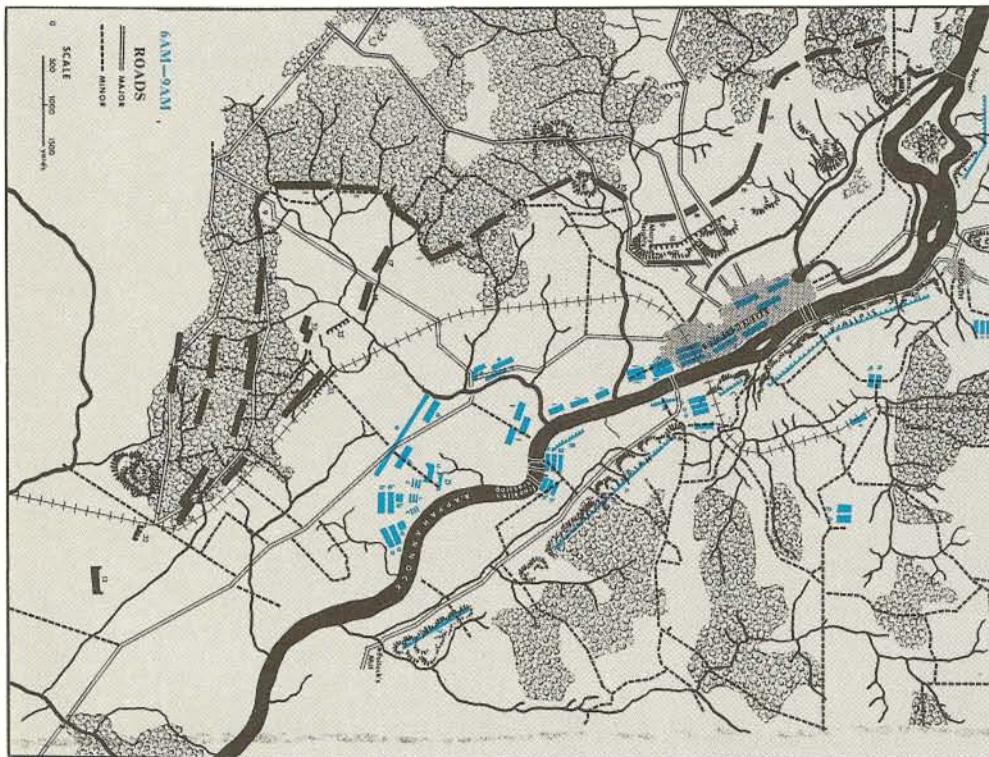
In the last place the problem was military. Burnside had claimed he was inadequate to lead an army, and he had set up the Grand Divisions to take over the administrative work load. They failed him. Supply became irregular, sanitation became a problem. Morale plummeted, aided by the catastrophe at Fredericksburg and the exhausting debacle of the march in the mud.

The army rotted beneath Burnside's feet.
The Army of the Potomac was unable to be used as an army. It could not move.
The campaign was ended.

On January 25th Burnside was removed, and the army went into winter quarters, healing itself and waiting for the spring.

THE BATTLE OF FREDERICKSBURG

December 13, 1862 was a cool, crisp morning in the hills surrounding Fredericksburg, Virginia. Fog blanketed the Rappahannock River, cloaking the charred buildings of yesterday's skirmish. About 10 o'clock the rays of the sun struggled through the fog to reveal an unbelievable spectacle. To the right of the city, in the plains below, 50,000 Federal soldiers of Franklin's Grand Division awaited the order to attack. Rank upon rank of marching soldiers, their standards flying and couriers galloping between regiments, offered a blue contrast to the white light of flashing bayonets against the rising mist. The panorama must have resembled a blue blanket covering new fallen snow.

In the city itself Federal troops of Sumner's Grand Division were busy massing in the streets. Although their positions were obscured by burned buildings, the rumble of artillery in motion informed the Confederates that something was amiss.

Beyond the Rappahannock, Stafford Heights rose above the riverbank, commanding the plains on the Confederate side of the river. Iron barrels of the Union artillery reserve speckled the ridge from the dam above Fredericksburg to a mill on the right. The largest dots, obviously the Federal siege guns, occupied the center of the ridge. Two divisions of infantry guarded the pontoon bridges to the south at Franklin's crossing.

In front of the Union position, between the Confederate and Union lines, the plains were broken by small ravines and streams. Hazel Run and Deep Run were definite obstacles, flowing through ravines hidden by woods and thick undergrowth. Although fordable in depth, the creeks were "psychologically" unfordable. In warm weather most soldiers would accept a thorough drenching, but in the dead of winter water would freeze to a soldier's skin, producing cold, pneumonia, and death. The Confederates knew this only too well and they burned bridges over Deep Run, Hazel Run, and the drainage ditch behind the city. The Canal, unlike the creeks, was actually unfordable. This was a blessing to the defenders who only needed to defend the bridges.

The Confederates defended on wooded, sloping hills and wooded ridges; in breastworks, redoubts, and rifle pits. By far, Marye's Heights was the strongest position on the field. Other prominent features included Stansbury Hill, Telegraph Hill, Cemetary Hill, and Prospect Hill, all of which rose 40 to 50 feet above the surrounding plains. To the right of the Confederate position was marshy land, frozen solid by the cold temperature.

To take these positions Burnside had the best six corps of the Army of the Potomac (the other two corps, the XI and XII were in the rear guarding the approaches to Washington). Burnside considered himself a sort of Army Group Commander; he would stay on the other side of the river and send only the most general directions to the generals commanding at the front. The battle would develop depending on how these commanders interpreted those orders.

In Fredericksburg itself, on the Federal right, the commander was Edwin Sumner, whose most obvious qualities were his straightforward aggressiveness and his loyalty. On the left the Federal commander was W. B. Franklin, a general from the McClellan clique and a conservative attacker, in the McClellan mold. The junior among the Grand Division commanders was "Fighting Joe" Hooker on the other side of the river, but his responsibility was limited to sending up the reserves as they were needed. The battle would develop as Sumner and Franklin saw fit.

On December 12, Burnside sent up his orders to Sumner and Franklin: on the right and on the left the Grand Divisions were to advance and occupy the commanding terrain behind Fredericksburg. No specific directions were given; no mention was made of the Confederates who happened to be occupying those heights.

From this evolved the battle of Fredericksburg.

Franklin moved first, sweeping down the river and up to the Confederate positions. Meade's crack division of Pennsylvania Reserves led the advance, two brigades abreast and one in reserve. On his right came Gibbon; on his left, along the riverbank, marched Doubleday. In his front there were ravines and the Richmond road and advanced Confederate batteries, harrying the steady advance.

"The Gallant Pelham," the daring commander of the Confederate horse artillery, led the first Confederate reaction when he galloped out with two guns and held off the whole advance for half an hour by threatening to rake the advancing Federal flank. Overwhelming masses of artillery were brought up and he was driven away, but he had gained half an hour and a great name.

Finally the Federal advance had reached its full extension. The VI Corps was back guarding the bridges; reinforcements were starting across the river to bolster the advance. In front of the Federals massed Confederate batteries concentrated their fire from both flanks, protected by A.P. Hill's massive Confederate division deployed along the line of the railroad embankment.

FREDERICKSBURG UNIT IDENTIFICATION for all accompanying maps.

1: Pickett; 2: Wilcox's brigade; 3: Wright's brigade; 4: Mahone's brigade; 5: Perry's brigade; 6: Featherston's brigade; 7: Cobb's brigade; 8: Ransom's brigade; 9: Cooke's brigade; 10: Semmes' brigade; 11: Kershaw's brigade; 12: Barksdale's brigade; 13: Stuart; 14: Cabell's artillery; 15: I Corps artillery; 16: Pendleton's artillery; 17: Robertson's brigade; 18: Anderson's brigade; 19: Toombs' brigade; 20: Law's brigade; 21: Thomas' brigade; 22: Pender's brigade; 23: Lane's brigade; 24: Gregg's brigade; 25: Archer's brigade; 26: Brockenbrough's brigade; 27: Pendleton's brigade; 28: Paxton's brigade; 29: Warren's brigade; 30: Jones' brigade; 31: Walker's artillery; 32: Pelham's artillery; 33: Brockenbrough's artillery; 34: Lawton's brigade; 35: Hays' brigade; 36: Hoke's brigade; 37: Walker's brigade; 38: D H Hill;

a: Meade; b: Gibbon; c: Doubleday; d: Howe; e: Brooks; f: Newton; g: Sickles; h: Birney; i: Burns; j: Getty; k: Sturgis; l: French; m: Hancock; n: Howard; o: Griffin; p: Humphreys; q: Whipple; r: Sykes; s: Pleasonton; t: Averill; u: Bayard's brigade; v: Right Division of artillery; w: Right Center Division of artillery; x: Left Center Division of artillery; y: Left Division of artillery; A: Right Grand Divisional artillery; B: III Corps artillery; C: V Corps artillery; D: Left Grand Divisional artillery

Slowly but surely, as the morning passed, the Federal batteries silenced the Confederate artillery. Finally they were quiet, just as Birney's division of reinforcements came up to support Meade.

At that moment Meade led his Pennsylvania Reserves towards the Confederate line. It was 11:30 a.m.

Unbelievable as it may seem, there was a gap in the Confederate line between Lane's and Archer's Confederate brigades. The marshy ground was rugged and densely wooded. In the summer it would be practically impenetrable, but the cold weather had changed all that. Apparently A.P. Hill did not realize his predicament nor did Gregg whose brigade was positioned in reserve behind the frozen marsh. The result was predictable but totally unexpected.

Meade swept away Lane and Archer and sent Gregg's brigade spinning, its leader mortally wounded.

All of this Meade had done alone. As his division paused and wondered where its reinforcements were, the Confederates started to react. Jubal Early's division and the Stonewall division started forward, as Gibbon hurried forward and tried to catch up with Meade's attack.

In Fredericksburg itself, meanwhile, the Federals had spent the morning bringing up troops and getting them into position. Then, at noon, the sound of firing wafted up the river from Meade's fight. The battle was beginning. The orders came down from Sumner: go in.

The II Corps stepped out and headed towards the only part of the Confederate line they could get to—a little stone wall at the base of Marye's Heights, the hill behind Fredericksburg.

The Confederates had been fortifying this area for a month, and they were ready. The stone wall itself hid Cobb's brigade, and Ransom's entire division was farther up the hill and hidden behind the protected rear slope, as reserves. Along the crest Longstreet had concentrated the artillery from two divisions plus both reserve battalions from his reserve artillery. The famed "Washington Artillery" was directly behind and above the stone wall; Alexander's battalion was to the north, Cabell's battalion was across Hazel Run to the south but placed so that its fire could sweep the approaches to the stone wall.

And the Federals came, towards the stone wall. From every angle the roar of Confederate artillery and musketry fire rose. French's division led, followed by Hancock's. Howard's division was hurried up out of Fredericksburg (where it had been relieved by Whipple), and made ready to go in on the right of the main attack. This was the II Corps, the Corps that never lost a gun nor a flag, led by commanders who would all lead corps before long.

The attack marched up in brigade columns. A canal drainage ditch traversed the field, and the Confederates had dismantled the bridges, forcing the attacking columns to go to the left, directly towards the stone wall.

From the time they left the cover of Fredericksburg's buildings the Federal attackers had to cross 800 yards to get to the stone wall.

French's division did not get within 60 yards of the stone wall before what was left of its men dove to the ground for cover. Hancock's division came marching through the disorganized remnants.

One officer of Hancock's division made it to within 100 feet of the stone wall. The Confederates found him there the next day. It was the farthest Union penetration.

Hancock's division went to the ground with 40% casualties.

Howard, channeled to the left by the drainage ditch, came in across the ground the other divisions
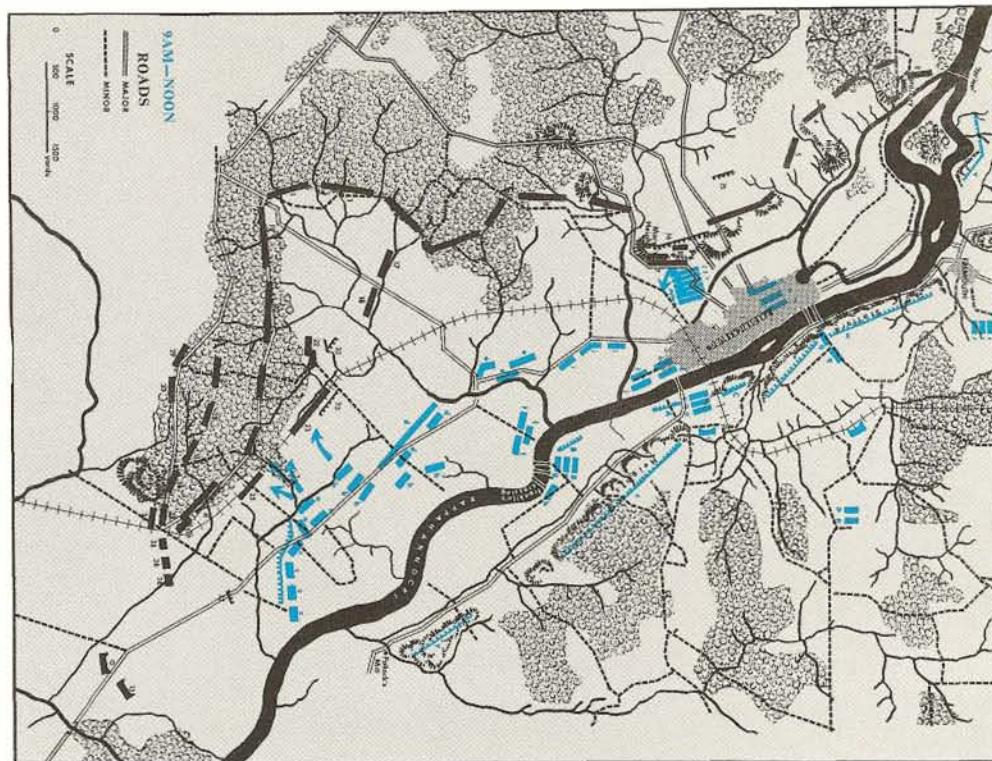
had covered. It stopped far from the wall, but at least it was not totally wrecked.

The II Corps was no more. But the attacks were not over.

Meanwhile, on the Federal left, Meade was still in the midst of the Confederate position and wondering just where his supports were.

Then Early's division struck with the Stonewall brigade on its left and Meade fought his way back out of the swamp.

As he came out into the open, fierce Confederates boiling out of the woods after him, he found out what had happened to his supports. Gibbon, deployed to his right, had missed the hole Meade

had blown in the Confederate front and so had become embroiled in a fruitless standoff with A.P. Hill's leftmost brigades. And Franklin had delayed in ordering up any other supports! Birney's division came up just as Meade fell back, and together the Federal divisions fought their way back to the Federal line and beat off the Confederate counterattack. Birney and Sickles, arriving late, took over Meade's and Gibbon's positions in the line; Meade's and Gibbon's divisions were through. The Pennsylvania Reserves would have to try to rebuild their strength in the defenses of Washington; the wrecked division was transferred out of the army within a month.
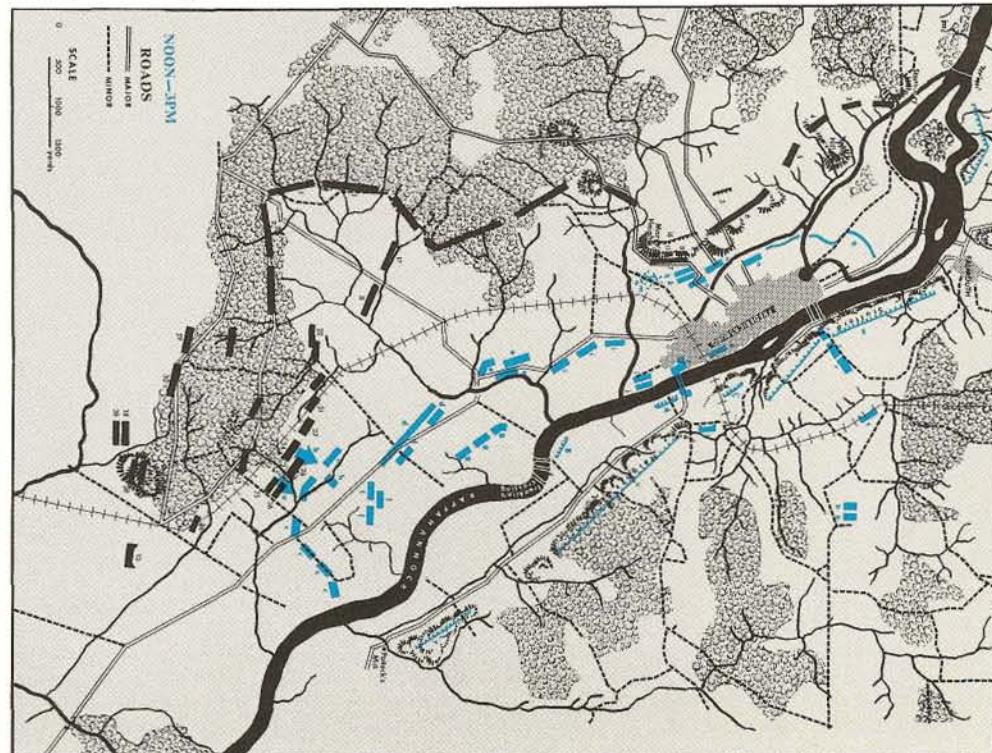
Franklin was convinced of the futility of attack; on the left the battle was over, except for the artillery duels.

On the right the IX Corps was preparing to go into action. Sumner was an impetuous attacker. Burnside had ordered him to stay, personally, on the other side of the river, for fear the loyal old soldier would try to personally lead an attack. The order probably saved Sumner's life, but he was not at the front and could not make his own appraisal of the strength of the Confederate position. He had to go by reports—and his orders. He still meant to occupy the heights behind Fredericksburg.

Sturgis' division was sent in on the heels of the II Corps and did no better. The call went out: we've used up our troops. We need reinforcements! The V Corps started forward, while the IX Corps maneuvered in preparation for the next attack.

In the Confederate ranks all had not gone perfectly. Ransom's division had been shifted forward onto the hill and down into the lines behind the stone wall, but both Confederate generals at the stone wall—Cobb and Cooke—were casualties. More troops were stripped from the rest of the line: Kershaw went down to the stone wall, Kemper and Jenkins were sent from Pickett's division to reinforce the positions all around the stone wall.

In the pause after the repulse of the II Corps, the fight developed into a fierce artillery duel. The Confederates had the upper hand at first, but the Federals concentrated a massive battery outside of Fredericksburg and at least distracted the Confederate fire from the infantry.

The Federals were forming again to attack. The V Corps was preparing to go forward, Griffin and Humphreys' new division first, followed by Sykes' division of regulars. Getty of the IX Corps was in position as well. (Burns' division had been sent down to guard Franklin's bridge. Franklin still stayed inert, even though he now commanded 60,000 men.)

On the Confederate hill, the firing had exhausted the Washington Artillery's ammunition. Swiftly, as the Federals formed, Walton's battalion limbered up and moved out while Alexander's battalion galloped along the skyline to take its place.

Then the Federals came on. It was 4:30.

Griffins' Division came up from Hazel Run but with fire from the front and from across the run it faltered before it got close to the stone wall. To the right, Humphreys was leading his green division right over the ground of the previous attacks. His men were green, but Humphreys was an excellent general; he knew the only way to get to that stone wall was to charge without stopping to fire (a similar attack by Confederates had shattered the Union lines and won the battle of Gaines' Mill). Like a blue tide his division swept into the storm of shot and shell.

The huddled survivors of previous attacks reached up and pulled his men down as they passed, telling them not to to waste their lives.

Humphreys' attack fell apart.

Getty, starting forward after Griffin, saw what was happening and stopped.

Sykes had just formed up and was starting forward when he saw Humphreys' attack fall apart ahead of him. He was immediately ordered to assume the defensive.

The battle was over.

. . . except, perhaps, in Burnside's mind. He had never been able to handle the pressure on him, the pressure to advance, the weight of responsibility for the fate of his army and his country. Now he had to live with the responsibility for his dying soldiers, and it was made no easier by the fact that the carnage had been hopeless and pointless. He had to have a victory to make it all worthwhile.

So as the soldiers made their way back to their own lines that night, he sent out a final order: the IX Corps was to be formed for an attack on the stone wall on the morning of the 14th. Burnside himself would lead his beloved soldiers in this final attack.

Fortunately, in the clear light of morning his generals talked him out of it.

The whole army stole back across the Rappahannock two nights later during a violent storm.

Lee was disgusted. He'd wanted to bag the whole Union army.

The Battle of Fredericksburg was over.

. . . except, perhaps, in the minds of Stonewall Jackson and Ambrose Burnside.

Jackson tried first. After Meade's attack and the resultant Confederate counterattack had tapered away, the fighting on the Confederate right had degenerated into an artillery duel. Advanced Confederate batteries had wrecked havoc on Doubleday's division in particular, while massed Federal batteries kept firing storms of shot and shell from Stafford Heights across the river. Minor attacks by Early, Taliaferreo and Hood had all been driven back before they could get rolling, with the help of the unanswerable Federal cannon across the river.

As dark approached and the defeated Federal Army fell back in confusion and torment, Jackson resolved to try again. He formed his vast corps for an attack and sent out probes from the sheltered Confederate positions.

The light Confederate advance was met with such a storm of shot and shell that Jackson was forced to call off the whole attack.

CAMPAIGNS ALONG THE RAPPAHANNOCK

The previous account described the battle of Fredericksburg, one of the many failures of the Union Army in an attempt to reach Richmond. Three other battles were fought within 20 miles of Fredericksburg, all for the same reason: Chancellorsville, the Wilderness, and Spottsylvania Court House. In all four battles Robert E. Lee commanded the Confederate forces. In all four battles Lee utilized breastworks in his defense, a tactic not used in the East in a major battle prior to December, 1862.

The four campaigns had other similarities. All four attempted to surprise Lee by a flanking
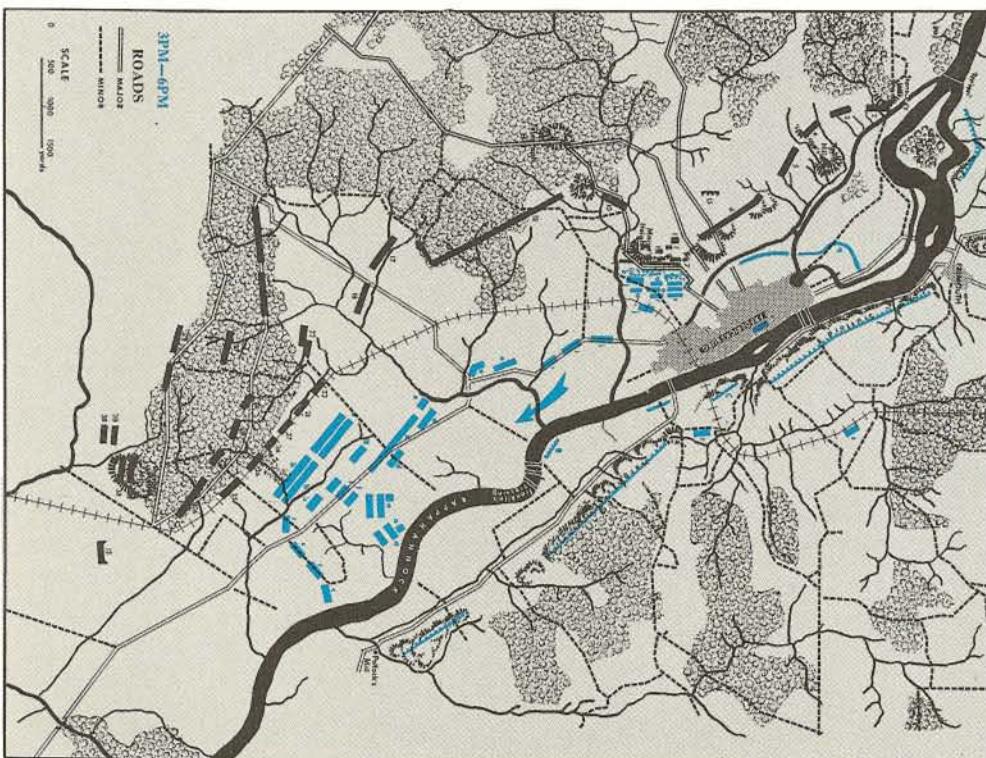

SCALE

ROADS
3PM–6PM
MAJOR
MINOR

movement. In the Fredericksburg campaign Burnside ordered Sumner to march to Falmouth. The rapid march (40 miles in 2½ days compared to 5 miles per day by McClellan) left Lee flatfooted. Burnside's subsequent actions reversed his initial advantage. Had he been another Jackson and crossed the Rappahannock, or another Sherman and not started the campaign until he was ready, Lee would have been in trouble. Pontoons or no pontoons the Rappahannock was low enough to ford. The Confederates knew of a ford 100 yards above Fredericksburg that could be used during low tide. Even if the Union army did not know about this ford, it knew of many others further upstream.

In the Chancellorsville campaign Hooker made a brilliant maneuver around Lee's left flank. By tightening security, keeping his plans to himself, and limiting newspaper reporters, Hooker plugged many of the leaks used by Lee to find out the Union army movements. Lee was not only caught flatfooted; he was out-generaled. If Hooker showed any aggressiveness at all the Confederates would have had to retire to the North Anna or be crushed.

Because Spottsylvania occurred immediately after the battle of the Wilderness many historians have included both battles in one campaign. On May 4, 1864 Grant began his march southward. The route selected was completely around Lee's right flank. Unopposed in his crossing of the Rapidan, Grant struck boldly on the direct road to Richmond. Lee had no choice but to attack or abandon his position. The result was the battle of the Wilderness. On May 8, 1864 Grant again pivoted his army around the right flank of the Confederate position. Lee interposed his Confederates along the line of march. In the ensuing battle most of Johnson's Confederate division was taken prisoner and many casualties resulted on both sides. With Grant's third march to the right of Lee, the battle of Spottsylvania was over. It could be broken into two three day phases separated by a period of rain.

Besides the area, defensive tactics, and offensive strategy involved, the organization used by the Union commanders was somewhat the same in each campaign. At Fredericksburg, Burnside divided the Army of the Potomac into sub-armies called Grand Divisions. At Chancellorsville Hooker's sub-armies were wings commanded by himself and Sedgwick. Unlike Burnside's concept, Sedgewick commanded his wing plus his Sixth Corps. Since the organization was more flexible, this was an advantage. Unfortunately, Hooker's inability and subsequent requisitioning of all of Sedgwick's troops except for one corps and one division, probably lost him the battle. In the Wilderness and Spottsylvania Grant's sub-armies were the Army of the Potomac under Meade and the Ninth Corps under Burnside. Until the consolidation of the Ninth Corps with the Army of the Potomac after Spottsylvania, the Ninth Corps was really a separate "sub-army."

Still another similarity was the relative numbers of the opposing forces. In all of the battles the Confederates were outnumbered by just about the same ratio. If we include the Eleventh and Twelfth Corps under Siegel which were available to Burnside during the later part of the Fredericksburg campaign, the Union army outnumbered the Confederates just about 2 to 1 in every case. It is a great tribute to Lee's ability that all of the battles were either Confederate victories or drawn battles. A lesser general would have lost them all.

A MILITARY HANDBOOK OF
THE CIVIL WAR

The other aspects that characterized military maneuvers in the Civil War were weapons, tactics, doctrine, chivalry, and leadership. By far the most used weapon was the rifled musket. Not only was it

used by most of the troops (the infantry) but it also produced the most casualties of any weapon in use. Although the United States produced most of the weapons, early seizure of US armories within the southern states kept the Confederacy well equipped. As long as the Confederacy could win battles they would remain well equipped. Captured Union weapons taken from battlefield casualties was a prime source of Confederate weaponry. This could not make up for the South's ebbing manpower but it did keep the Confederacy going.

A comparison of small arms would reveal that the 1861 Springfield rifled musket had an effective range of 350 yards, equal or greater than any other Civil War small arm. The 1822 musket used by most of the CSA militia had an effective range of only 150 yards. But effective range was not the only consideration. Rate of fire, weight of the weapon, caliber, and reliability were also important. Obviously the Spencer Repeater was the most cherished small arm since it was a breechloading rifle capable of over six times the rate of fire of the Springfield. Its range was equal to the Springfield and it carried a light, more manageable bullet.

Of the cavalry weapons the ones most often used were the carbine. Confederate units used the Enfield, a muzzle loader; while the Federal units used the Sharps, a breechloading weapon. Both weapons had an effective range of 250 yards but the Sharps had three times the rate of fire of the Enfield. In defense the cavalry were much more powerful since they fought dismounted. Accurate firing on

STRENGTH OF THE ARMIES IN EACH OF THE FOUR CAMPAIGNS

(numbers may vary slightly from unit counter combat factors to be consistent with design techniques used in the *CHANCELLORSVILLE* Game)

FREDERICKSBURG

UNION (strength interpolation excluding officers)	men	CONFEDERATE (present for duty)	
II/Hancock	5006	I/Anderson	8745
II/Howard	5414	I/Hood	7969
II/French	4089	I/McLaws	8640
IX/Burns	3717	I/Pickett	8216
IX/Sturgis	4630	I/Ransom	4116
IX/Getty	3810	II/Early	8529
R/Pleasonton	3528	II/APHill	12091
III/Birney	4887	II/DHHill	9465
III/Sickles	4337	II/Taliaferro	5514
III/Whipple	2536	Stuart (—)	4000
V/Griffin	5818		
V/Sykes	6822		
V/Humphreys	4500		
C/Averill	2169		
I/Doubleday	6186		
I/Gibbon	4654		
I/Meade	4000		
VI/Brooks	6318		
VI/Howe	6764		
VI/Newton	6764		
L/Bayard	3407		
L/arty	18(3)4(10) 40(N)		
R/arty	6(3)8(10) 2(12)36(N)		
III/arty	6(10)24(N)		
V/arty	14(3)6(10) 22(N)		
A/rgt	14(3)18(10) 6(20)		
A/rgt c	18(3)6(10) 14(N)		
A/lft c	12(10)8(20) 7(4½)		
A/lft	34(3)8(20)		

CHANCELLORSVILLE

UNION (present for duty)		CONFEDERATE (present for duty)	
ICorps	16908	I/Anderson	8370
IICorps	16893	I/McLaws	8665
IIICorps	18721	II/APHill	11751
VCorps	15824	II/Rodes	10063
VICorps	23667	II/Early	8596
XICorps	12977	II/Colston	6987
XIICorps	13450		
CavCorps	11541		

TIMES NEEDED TO CONSTRUCT FORTIFICATIONS AND BRIDGES

TYPE OF FORTIFICATION OR BRIDGE	TIME NEEDED FOR CONSTRUCTION
Shelter trench 2' x 1¼' deep	10 to 20 minutes
Gun-pit on crest	1 hour
Simple field work	6 to 12 hours
Hasty redoubt	18 hours
Pontoon Bridge	2 to 3 yards per minute
Bridging a 10' to 12' wide brook	10 minutes
100' Military suspension bridge	16 hours

KEY:
8(20)—first number is the number of guns: 8

(4½):4½" siege guns (N):12 lb Napoleons (12): 12 lb howitzers
(3):3" rifles (10):10 lb Parrots (20): 20 lb Parrots

WILDERNESS

UNION (present for duty)		CONFEDERATE (present for duty)	
II/Barlow	8114	I/Kershaw	4000
II/Gibbon	6709	I/Field	6000
II/Birney	7203	II/Early	4538
II/Mott	4972	II/Johnson	5400
V/Griffin	8779	II/Rodes	7141
V/Robinson	5319	III/Anderson	6946
V/Crawford	3503	III/Heth	7464
V/Wadsworth	6821	III/Wilcox	7789
VI/Wright	7740	Cav/Hampton	3217
VI/Getty	9338	Cav/FLee	2842
VI/Ricketts	5332	Cav/WLee	2438
IX/Stevenson	3221		
IX/Potter	5511		
IX/Willcox	5164		
IX/Ferrero	3727		
IX/Marshall	3475		
Cav/Torbert	6111		
Cav/Gregg	5056		
Cav/Wilson	3489		

SPOTTSYLVANIA

UNION (minus losses from the Wilderness)		CONFEDERATE (minus losses from the Wilderness)	
II/Barlow	7233	ICorps	less than 9545
II/Gibbon	5952	IICorps	16769
II/Birney	9234	IIICorps	less than 21153
V/Griffin	7031	CavCorps	less than 8497
V/Robinson	4527		
V/Crawford	2930		
V/Wadsworth	4813		
VI/Wright	6712		
VI/Getty	6344		
VI/Ricketts	4341		
IX/Stevenson	2686		
IX/Potter	4949		
IX/Willcox	4563		
IX/Ferrero	3727		
IX/Marshall	3466		
Cav/Torbert	5796		
Cav/Gregg	4895		
Cav/Wilson	3260		

horseback left much to be desired. It is no wonder that there were fewer cavalry charges against infantry in the Civil War than in the Napoleonic era.

A study of target practice reports, corrected for battlefield effects reveals the casualty causing ability of small arms. Within 100 yards of the defender, 1000 men in skirmish order could produce 3000 hits on moving targets before they (the attackers) could reach their objective. Even at 4000 yards, 1000 men could hit 2 targets in motion. The hit effects dropped sharply after 1200 yards but they were still present even at that range.
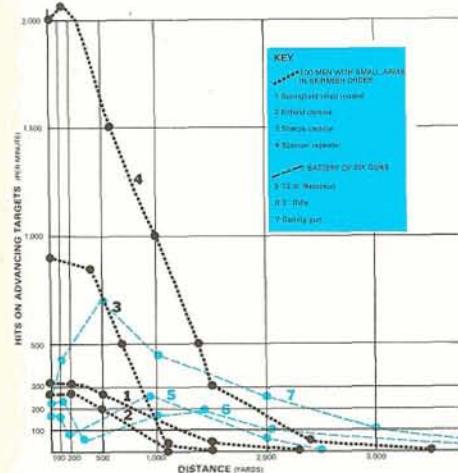
The table above shows the relative effect of various weapons in battlefield situations. Unusual as it may seem the artillery was a much less effective casualty producer than small arms. The real effect was psychological. No one wants to charge a sawed-off shot gun. Double canister from a 12 lb. Napoleon had the same effect and could be called the "machinegun" of the era. Even though the gatling gun was the first real machinegun it was not used during the Civil War to any great extent (even though it was available).

Artillery was of three types: siege, field, and horse. Furthermore there were smoothbores and rifled cannon; guns, howitzers, and mortars; muzzle loaders and breechloaders. In effect artillery was categorized by mobility, range, trajectory, and protection to the artillerymen. Remarkably, indirect fire was not used even though howitzers and mortars had the ability to fire over certain heights. The Whitworth rifled cannon was to the artillery what the Spencer was to the foot soldier. Because it was a long range rifled breechloader it was reliable, effective at extreme ranges, and offered protection to the gunners. The only limitation was its total lack of cannister.

The tactics of the period did not keep pace with the change in weaponry. Armies still attacked in closed formation, wave after wave. The effective range of the rifled musket had more than tripled since the last war and the casualties they produced were shocking. Open formations would have negated some of the defensive advantage that was further enhanced by fortification. The defensive tactics at the beginning of the war consisted of standing and firing in line (much like the Revolutionary War). By December, 1862 this had changed. Soldiers realized that any type of cover was better than none. They dug rifle pits, redoubts, and breastworks. At Fredericksburg they burnt bridges to channel attacks. In most cases the defender had time to fortify. In some cases such as Hooker's flank march and Jackson's flank attack the defenders did not have time.

Besides digging the defender utilized converging fire. Those positions that could not be attacked from certain angles made excellent redoubts for the

artillery. In effect the attacker was rushing his flank into the defensive line. As one can see, only the front ranks could fire. It does not matter who is moving. This is really a flank attack in reverse.
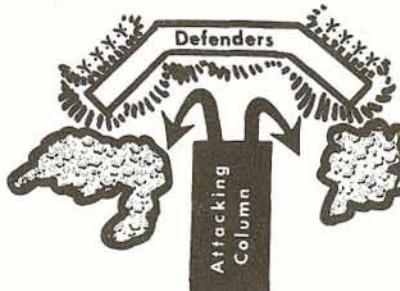
A third defensive tactic was the mobile reserve. Breakthroughs were quickly crushed by counter-attacking formations. At Fredericksburg this meant building the Military Road behind Jackson's position (changing it from exterior to interior lines). Even though Meade and Gibbon smashed A.P. Hill's position, Early's division was able to counter-attack to restore the situation.

During most of the era the basic offensive maneuver was a closed formation attack, in open terrain against the enemy front, flank, or rear. The basic variation was speed of execution. To aid the attack surprise or artillery bombardment were often used. Jackson and Lee understood the changes in defensive tactics. They used concealed attacks as a viable offensive weapon. At Chancellorsville and the Wilderness Lee was able to overcome numerical inferiority by masking his attacking force in the densely wooded wilderness. The same effect could have been reached by night attacks, but they were not used for some strange reason.

Later in the war engineers were used for offensive maneuvers. Instead of laying pontoon bridges they were digging tunnels and planting explosives. "The Crater" should have been a Union victory. It was sound in theory but slow in execution.

The last major offensive technique, and the slowest and most cumbersome, was siege. Vicksburg and Richmond were both taken this way.

Much of the tactics depended on doctrine and chivalry, a failure to change traditional ideas with the change in weaponry. At first both sides considered the Civil War a war of the "best man" where the "best man's" ideas would give victory. With Sherman's march to the sea, Grant's constant pressure on Lee, and the blockade, the Civil War became the first total, modern war. Most of the chivalry was gone because chivalry affected a general's common sense. It would have been very simple for the attacker to crawl up to the defender's position in open order before executing their attack. Similarly, night attacks should have been used to offset the defensive advantage of the rifled musket.

But neither of these methods seemed fair. They did not give the defender a chance to fight man to man in the open. At times even the defender used chivalry. Remarkable, but true, the gatling gun was available in considerable quantity to the Union Army at Chickamauga. Rosecrans remarked that he did not use the weapon because it would be unsportsmanlike (conduct) to mow down the attacker. This sounds more like a football referee than a general!

On the Confederate side, Polk lost at least one battle because of his old ideas. He had to hold up the attack to eat breakfast. No one should go to battle on an empty stomach!

Leadership is one of the most controversial subjects connected with the Civil War. Most military historians would agree that Confederate corps and army commanders at the beginning of the war were, on the average, better commanders than their Federal counterparts. Jefferson Davis did a fine job in his initial choice of commanders. Eventually many competent Confederate generals were killed in battle and the average quality went down. Furthermore, poor Union generals were killed in battle or transferred to less important departments. By the end of the war, the quality in both armies was high. There is no doubt that at that time, the Union generals were at least equal to their Confederate counterparts.

On the regimental, brigade, and divisional level most of the incompetant commanders were gone by December, 1862. Both the USA and CSA governments realized that politicians did not make the best officers. By then the governments had lifted most of their restrictions on the military appointment of officers.

Al Nofi wrote an excellent article on the leadership capabilities of Civil War generals. The chart presented below expands his chart and should be of particular interest to many Civil War game designers.

Some definitions are in order. Judgement is a combination of both aggressiveness (carrying out orders or speed of execution) and reliability (whether the commander will obey the orders or not). Tactics, both offensive and defensive, rates the general's ability to conduct tactical maneuvers in battle, or prevent maneuver of the enemy.

THE SCENARIOS: RULES

All of the campaigns along the Rappahannock: Fredericksburg, Chancellorsville, the Wilderness, and Spottsylvania; could be transformed into game situations by simply adding scenarios to Avalon Hill's *CHANCELLORSVILLE*. However, many of those rules need modification to reflect the changing nature of warfare from one campaign to the next. Notably leadership, fortification, victory conditions, and initial deployment have to be changed, modified, or added. The following rules reflect these changes:

MARCH RATES ON THE BATTLEFIELD IN YARDS PER MINUTE

TYPE OF MARCH TIME	INFANTRY	CAVALRY	ARTILLERY
Quick time and walk	86	110	86-110
"Double" and trot	150	220	150-220
Run and gallop	165	320	165-320
Charge	180	700	180-700
Advancing and firing	50		
General line from cover to cover	20-25		

LEADERSHIP CAPABILITIES

UNION GENERAL	off tac	def tac	judgement
Fremont*	0	0	5
Grant	0	0	6
Halleck	0	-1	3
McClellan	0	-1	4
Meade	0	-1	5
Scott*	0	0	3
Sheridan	+2	-2	5
Sherman	-1	+1	6
Thomas	+1	-2	3
Wool*	0	0	3
Banks	-1	+1	4
Blaire	0	0	5
Blunt	0	-1	4
Buell	0	0	3
Burnside	-2	0	4
Butler	-2	+2	2
Butterfield	-1	+1	4
Canby*	0	0	4
Couch	0	0	5
Crittenden*	0	0	4
Crook*	0	0	4
Curtis*	0	0	4
Davis*	0	0	4
Dix*	0	0	3
Dodge	0	-1	5
Doubleday	-1	0	3
Elliot*	0	0	4
Emory*	0	0	4
Franklin	0	0	3
Gibbon*	0	0	4
Gilbert*	0	0	4
Gillmore*	0	0	4
Granger	0	0	5
Hancock	0	-2	5
Heintzelman	0	0	4
Hooker	0	0	4
Howard	-1	+1	4
Humphreys*	+1	-1	4
Hunter*	0	0	4
Hurlbut*	0	0	4
Keyes*	0	0	3
Logan	0	0	5
Mansfield*	0	0	4
Manson*	0	0	4
McClernand	-2	+1	3
McCook*	+1	-1	4
McDowell*	+1	-1	4
McPherson	0	0	5
Mitchel	-1	+1	4
Ord*	0	0	4
Palmer*	0	0	4
Parke	0	-1	4
Patterson*	0	0	2
Pope	-1	+1	4
Porter	0	-1	6
Ransom*	0	0	4
Reno	0	0	5
Reynolds	+1	-1	6
Ricketts*	0	0	4
Rosecrans*	0	-1	4
Schofield*	0	0	4
Sedgewick	+1	-1	5
Sickles	0	0	5f
Sigel*	-1	+1	4
Slocum	0	0	5
A Smith*	0	0	5
T Smith*	0	0	4
W Smith	0	-1	2
Steele*	0	0	4
Stoneman	0	0	4
Sumner	-1	0	6
Sykes	0	0	4
Terry*	0	0	4
Wallace*	0	0	4
Warren	0	-1	5
Washburn*	0	0	4
Weitzel*	0	0	4
Willcox*	0	0	4
Williams*	0	0	4
Wood*	0	0	5
Wright	0	0	5

CONF. GENERAL	off tac	def tac	judgement
Beauregard	0	-1	5
Bragg	0	+1	5
Hood	+1	0	5f
A Johnston	+1	-1	5
J Johnston	0	-2	4
R Lee	+1	-2	6
K Smith*	0	0	2
R Anderson*	0	0	4
Breckinridge*	0	0	4
Buckner	+1	-1	4
Cheatham	0	0	5
Crittenden*	0	0	5
Early	0	-1	6
Ewell	0	0	4
Floyd*	-1	+1	2
Forrest	+2	-1	6
Gatlin*	0	0	4
J Gordon	0	0	5
Hardee	+1	-1	6
A Hill	0	0	5f
D Hill	+1	0	4
Hindman	-1	+1	5
Holmes	-1	+1	4
Huger	0	+1	4
Jackson	+2	-1	6
S Lee	0	0	6
Longstreet	+2	-2	3
Magruder*	0	0	4
McCown*	0	0	3
Pemberton*	0	0	3
Polk	-1	+1	3
Price*	0	0	5
Ripley	0	0	5
G Smith	0	-1	3
Stewart	0	0	6
Taylor	+1	0	5
Tilghman*	0	0	4
Twiggs*	0	0	3
Van Dorn*	+1	0	4
Zollicoffer*	-1	+1	4

CONFEDERATE CAVALRY COMMANDERS

	off tac	def tac	judgement
Hampton*	0	0	5
F Lee	+1	-1	6
Stuart	+1	-1	6f
Wheeler	+2	-1	5

UNION CAVALRY COMMANDERS

	off tac	def tac	judgement
Merritt*	0	0	4
Pleasonton*	0	0	5
Standley*	0	0	4
Torbert*	+1	0	4
Wilson	+1	-1	6

KEY:

abbreviations: off tac = offensive tactics;
def tac = defensive tactics;

ratings: off tac: +2 = excellent, +1 = good,
0 = average, -1 = mediocre, -2 = poor

def tac: -2 = excellent, -1 = good,
0 = average, +1 = mediocre, +2 = poor

judgement and comments: 6 = excellent, 5 =
very good, 4 = good, 3 = below average,
2 = poor, 1 = terrible

f means that the tendency is also toward
considerable variation

* indicates that the ratings are subject to
foolhardy actions

1. Omit section IX: **INITIAL UNION MOVEMENT**

2. Omit section X: **VICTORY CONDITIONS** and replace it with IX: **VICTORY CONDITIONS.**

The player with the larger number of victory points at the end of the game is declared the winner. Victory points are awarded during play for exiting friendly units (see rule #4) and/or at the end of the game for friendly units still on the mapboard (1 point to the Union player for each Union combat factor; 3 points to the Confederate player for each Confederate combat factor).

3. Omit section XI: **PREPARATION FOR PLAY** and replace it with X: **PREPARE FOR PLAY.**

Both players place their units on the hexes indicated on the INITIAL DEPLOYMENT CHART for the scenario being played.

4. Add section XI: **EXITING THE MAP.**

Union units may exit the map from hex CC47 or hex WW53 for victory points. They may also exit south edge hexes for no victory points. To exit the map units must expend 1 movement point of the unit's movement allowance after it reaches an exit hex. Union units may only receive victory points when they exit the map from hexes CC47 or WW53 and can trace an unbroken line of hexes from the exit hex to the north edge. The route must include a row of hexes from the exit hex, along a road to Fredericksburg, then across an emplaced pontoon bridge that is adjacent to Fredericksburg, and along a road on the northern side of the river to the north edge of the mapboard. This line cannot be broken by enemy zones of control. For each Union combat factor exited, the Union player receives 4 victory points.

Confederate units may exit the map from the north edge hexes by expending 1 movement point of the unit's movement allowance. Confederate units need not trace a path of hexes to the opposite side of the mapboard; however, they only receive victory points for exiting from hexes W12 or JJ19. The Confederate player receives 5 victory points for each friendly combat factor exited from these hexes.

Both players may reenter exited units from their exit hexes at any time. Of course, the victory points awarded for exited units are revoked until the units are re-exited under the victory point conditions. Units may reenter on enemy controlled hexes but not on top of enemy units. Furthermore, units may only exit the map during the movement portion of their turn. Units forced off the map as a result of combat are eliminated instead. For ease of play, it is recommended that exited units be kept in small piles adjacent to their exit hexes. Those that have fulfilled the victory point conditions should be "turned over."

5. Add section XII: **REINFORCEMENTS.**

On the INITIAL DEPLOYMENT CHART you will find units available at the beginning of the scenario and those units that are reinforcements. Reinforcements are brought in during the player-turn indicated on the chart or a later player turn at the owning player's discretion. Units enter on the specified hex, unless it is blocked by an enemy unit (not zone of control), in which case the reinforcements may enter on the next unblocked hex looking clockwise along the edge of the mapboard. Reinforcements as well as reentered units must count the initial entrance hex against their movement allowance.

6. Add section XIII: **FORTIFICATIONS.**

In addition to those fortifications initially placed on the mapboard, both players may build fortifications. At the end of any player-turn that a friendly unit does not move during two

consecutive night game-turns, the owning player may place a fortification counter on top of those friendly unit(s) that did not move for those two consecutive game-turns. Thus, fortifications may be built on hexes containing those units that do not move during two consecutive night game-turns and all consecutive game-turns until the fortification is built. If on any turn, between the current turn and the two consecutive night game-turns the unit moves, it may not build a fortification.

7. Omit OPTIONAL RULE SECTION IA3 and replace it with:

Command control radius, maximum lengths are included on the headquarters units, except the Union Army or Army Group counter which commands the entire army and has a command control radius of 4 for reducing disruption, and the Confederate Army counter which has a command control radius of 8 for reducing disruption. (Note that divisional headquarters do not have a command control radius for reducing disruption using the scenarios.)

8. Add OPTIONAL RULE SECTION ID: FOLLOWING ORDERS.

At the beginning of each player-turn the owning player rolls the die once for each friendly headquarters unit that is on the mapboard and within the printed command control radius of its parent headquarters (higher echelon). Compare this number with the judgement rating of the headquarters unit. If the die roll is greater than the judgement rating, the headquarters and all its subordinate units may not move during that game-turn (although they may attack, defend, advance or retreat as a result of combat). Headquarters out of range of the parent headquarters unit may not move in that game-turn. Note that Army headquarters have a limited command control radius for disruption removal but an unlimited one for movement of subordinate units. When the chain of command involves more than one level (i.e., Grand Divisions and Corps or Army of the Potomac and Corps) the player rolls first to see if the Grand Division (higher echelon) can move and if it can, then each individual Corps. Obviously, if the Grand Division cannot move, its subordinate Corps cannot move either. Note that in the Chancellorsville scenario Lee represents the Army headquarters and the First Corps headquarters. Thus for movement of the First Corps units, it has a Command Control radius of 8, but for movement of the Second Corps Headquarters it has an unlimited radius.

Most of the cavalry units moved independent of the rest of the army (except the Union cavalry at Fredericksburg). To reflect this fact, judgement ratings have been provided for cavalry units. Players roll for each cavalry unit separately, not for the parent Cavalry Corps headquarters unit. Furthermore, when Corps commanders were killed, cavalry corps commanders were sometimes called to take command of the infantry corps. Thus, if an army corps headquarters unit is eliminated, the cavalry corps headquarters may replace the eliminated corps headquarters in order to move its sub-units.

The one exception to the above is a roll of "1" for headquarters units with an "f" next to their judgement rating (meaning foolhardy). If a 1 is rolled, all subordinate units within the command control radius of the headquarters which the 1 was rolled for, must attack some enemy unit in that game-turn. If a subordinate unit cannot move in to an attacking position, its movement is not restricted.

SCENARIO 1 (FREDERICKSBURG) game starts May 1, 6 am (really December 13, 1862)

UNION ARMY

Burnside (Army HQ) — LL36
Hunt (HQ), Hays — HH33
Trumbull — NN42
Sumner (HQ), — IX, V — JJ36
Couch (HQ), II, Howard — HH36
Hancock, French — HH37
Willcox (HQ), Getty, Sturgis — II38
Burns, Brooks — II39
Pleasonton — KK36
Hooker (HQ), Stoneman (HQ) — LL41
Sickles, III — LL41
Whipple — JJ35
Birney — MM42
Butterfield (HQ) — LL37
Griffin — KK38
Sykes — II33
Humphreys — MM37
Averell — LL38
Franklin (HQ), Doubleday, Bayard — LL44
Reynolds (HQ), Gibbon, Meade — MM45
I — KK42
Smith (HQ), VI, Newton — JJ41
Howe — KK43
emplaced Pontoons — II36, JJ38, LL42
Assault Boats — KK38, MM42

CONFEDERATE ARMY

fort, Anderson (HQ), 3 2-4's of 1 Corps — FF35
fort, Ransom, 2-4, 1-4 of 1 Corps — GG36
fort, Longstreet (HQ), Walton, Alexander, 2-4 of 1 Corps — GG37
fort, McLaws (HQ), 2-6 artillery, 3 2-4's of 1 Corps — GG39
fort, Lee (HQ), 2 2-6 artillery, Cabell, Cutts, Nelson — HH40
fort — HH41
Pickett — HH42
fort, Hood — JJ45
fort, Brown, Brockenbrough, 2 2-4's of 2 Corps — LL47
2-4 of 2 Corps — LL48
2-4 of 2 Corps — MM47
2-4 of 2 Corps — MM48
fort, APHill (HQ), Walker, 2 2-4's of 2 Corps — NN47
Jackson (HQ), Taliaferro (HQ), 2 2-4's and 1-4 of 2 Corps — MM50
Jones, Latimer — PP51
Pelham — QQ49
Stuart — RR48
Early, DHHill — RR51

SCENARIO 2 (CHANCELLORSVILLE) game starts April 30, 6 am

UNION ARMY

Hooker (Army HQ), XII — E3
Reynolds (HQ), Pontoon — QQ45
Wadsworth — OO44
Robinson, I — PP44
Doubleday — PP45
Couch (HQ), Hancock, French — CC30
Gibbon — KK37
II — DD30
Sickles (HQ), Birney, III — NN42
Berry — NN43
Meade (HQ), Griffin, Sykes — F4
V, Humphreys — G5
Sedgewick (HQ), Pontoon — MM41
Brooks, VI — LL40
Howe, Burnham — KK39
Newton — LL41
Howard (HQ), emplaced Pontoon — C3
Devens, XI — D3
Steinwehr — B3
Shurz — B4
Slocum, (HQ), Williams, Geary — E4
Pleasonton — B5
Hunt (HQ), Res, Res — HH32
Pontoons — FF31, JJ35
Assault Boats — both on HH31

CONFEDERATE ARMY

Lee (HQ), Semmes, Cabell — GG40
Anderson (HQ), Perry — Y34
Mahone — T25
Wilcox, fort — CC33
Posey — Q24
Wright, Kershaw — CC47
McLaws (HQ), Barksdale, fort — GG36
Wofford — AA36
Alexander, Walton — FF36
Hardaway, fort — DD33
Jackson (HQ), Rodes, Carter — SS51
APHill, Walker — UU51
Early, Andrews, fort — NN47
Colston, Jones — WW51
Nelson, Cutts — FF37
McIntosh, Brown — MM50
forts — LL47, JJ45, HH40, HH41, GG39, GG37, FF35

REINFORCEMENTS: CONFEDERATE: Stuart (HQ), FLee 3 pm Apr 30 on A20
REINFORCEMENTS: UNION: Averill 9 am on A7

JUDGEMENTS RATINGS FOR CAVALRY: Averill — 2
Pleasonton — 5, FLee — 6, Stuart (HQ) — 6f

SCENARIO 3 (THE WILDERNESS) game starts April 30 6 am (really May 5, 1864)

UNION ARMY

Torbert — C12
Ricketts — E14
Wright, Getty — E15
Sedgewick (HQ), VI — F16
Wilson — C20
Crawford — E23
IR horse — F26
V — H22
Warren (HQ), Griffin — I23
Robinson, Wadsworth — J23
Barlow — O29
Gibbon — O28
Hancock (HQ) — P28
Grant (Army HQ), Meade (HQ) — Q28
II — Q29
Birney — Q26
IIR, IIIR — S28
Mott — R28
Sheridan (HQ), Gregg — T32
Hunt (HQ), IR, IIR horse — Q27

CONFEDERATE ARMY

Ewell (HQ), Early, Rodes — B20
Page, Cutshaw, Braxton, Hardaway — A20
Johnson, Nelson — B22
Heth — C24
Lee (HQ), APHill (HQ), Wilcox, Anderson, Poague — C25
McIntosh, Pegram, Cutts, Richardson — B24
Hampton — Q35

REINFORCEMENTS: CONFEDERATE: Apr 30, 6 am on A24: Longstreet (HQ), Cabell, Haskell, Huger; I37: Stuart (HQ), FLee, WLee; May 1, 1st night on A24: Field, Kershaw, Breathed

REINFORCEMENTS: UNION: Apr 30, 6 am on A10: Burnside (HQ), Stevenson; 12 pm on A10: Willcox; 3 pm on A10: Potter; 6 pm on A10: Ferrero, Marshall, IX

Pontoons — D13, J17, emplaced

INITIAL DEPLOYMENT CHART

SCENARIO 4a (SPOTTSYLVANIA part 1) game starts April 30, 6 am (really May 8, 1864)

UNION ARMY

Ferrero, Pontoon — M21
Burnside (HQ), Potter — M21
Stevenson — J23
Marshall, IX — J24
Hancock (HQ), II — K25
Willcox — L24
forts — H24, I25, J26, K27, L28
Birney — J26
Gibbon — K27
Barlow — L27
Getty — N29
Grant (Army HQ), Meade (HQ) — O26
Torbert, VI — R28
Sedgewick (HQ), Ricketts, Wright — R29
Wilson, IR horse — T32
Hunt (HQ), IR, IIR horse — R33
IIR, IIIR — Q33
Sheridan (HQ), Gregg — O33
Crawford, Wadsworth — Q35
Warren (HQ), Griffin, Robinson — R36
V — P34

CONFEDERATE ARMY

fort, Early, Page — F21
Ewell (HQ), Nelson, Hardaway — E21
fort, Johnson — F22
fort, Rodes, Cutshaw — F23
fort, Braxton — F24
fort, Pegram — G25
Huger, Cabell — C25
Lee (HQ), Anderson (HQ), Haskell — G26
fort, Field, McIntosh — H26
fort, Kershaw, Poague — I27
Breathed — I34
Early (HQ), Cutts — L34
Wilcox, Anderson, Heth — M34
WLee — T36
Stuart (HQ), FLee, Hampton — T38
Richardson — F26

emplaced Pontoons — II36, J17, D13

SCENARIO 4b (SPOTTSYLVANIA part 2) game starts April 30, 6 am (really May 16, 1864)

UNION ARMY

forts — S36, T37
Barlow, Gibbon, Grant (HQ), Meade (HQ) — U37
fort, Ricketts — U38
fort, Birney — V39
fort, Stevenson — W40
Burnside (HQ), Marshall — W39
Willcox, Potter — X40
Robinson, Griffin — Y41
Warren (HQ), Crawford, Wadsworth — Y42
Wright — Z42
Wright (HQ), VI, Getty — Z41
II, V — Z40
Ferrero — GG37
Pontoons — II36, II37

CONFEDERATE ARMY

Cabell — R39
fort, Huger — S39
fort, Kershaw, Haskell — T39
fort, Johnson, Braxton — U39
fort, Ewell (HQ), Early, Ransom, Page, Hardaway — U40
Lee (HQ), Poague, McIntosh, Pegram, Cutts, Richardson — U41
fort, Early (HQ), Heth, Wilcox, Anderson — V41
fort, Nelson, Cutshaw — W42
Anderson (HQ), Field — W43

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The wargaming t-shirts are now available and although these black and white photos do not portray the vivid colors and sharpness of the artwork you can take our word that these shirts sport an exact full color likeness of wargaming's most widely recognized box cover.

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_____ Medium   _____ Xtra Large

9. Add OPTIONAL RULE SECTION VI: TACTICAL ABILITY.

To reflect the tactical ability of Civil War Corps and Army commanders, headquarters units have been rated on offensive and defensive tactics. Whenever a headquarters unit is in a battle where it is attacking enemy units, the die roll is modified by the number on the offensive rating. Whenever a headquarters is in a battle, defending, the die roll is modified by the defensive rating. Note that Confederate divisional headquarters do not have tactical ratings.

The die roll may never exceed 6 nor be less than 1. Only the higher echelon headquarters may affect the battle if two are in the same battle. If headquarters are of the same rank, the owning player has the choice of which headquarters will affect the die roll.

MOUNTING THE UNITS

Extra units have been included in the insert section of the _GENERAL_ for the scenarios. They _supplement_ the units included in _CHANCELLORSVILLE_. In scenarios where only the Confederate First and Second Corps are present, Third Corps brigades can be used to represent First Corps brigades. Furthermore, brigade commander names have not been included on the brigade counters since the counters are used for all of the scenarios. The following diagram will help explain numbers on the unit counters as they pertain to the extra rules included in this article:
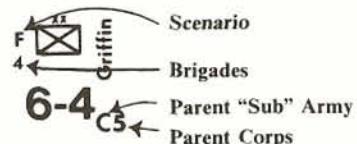
You will also find the number of subordinate counters for each Confederate division listed on the divisional unit. This additional information has been included for ease of play.

To mount the units simply adhere the unit sheet to a blank unit counter sheet (available from Avalon Hill) with contact cement. Then cut the counters out with a razor blade from the back of the unit counter sheet. Now you are ready to recreate the four battles along the Rappahannock. Solitaire play can be just as much fun as a two-player version.

STALINGRAD SCENARIO STRATEGY

by George Phillies

"Starting Stalingrad in 1942"
. . . a Tactical Analysis

The November-December, 1975 issue of the AH General contained a novel *STALINGRAD* variant by Dr. Joseph Connolly. Under the title "Starting Stalingrad in 1942," the variant starts off in the middle of the game, in May, 1942, giving each side the positions and approximate forces that it really had as of that date. A new set of objectives are given, too; replacement point values are given for a variety of objectives, including Grozny, Batum, and Kuibishev. (Note that the published version of the variant contains an obvious typo—the German 9th Army, which faces Moscow, is shown on the map as a Russian army.)

Since many German players aren't sufficiently good to get this far into Russia, this variant will give many people a fresh start in *STALINGRAD*. However, while the scenario does give a change, it is not really clear that it offers an improvement in game balance.

Consider first the German tactical position. Three German 8-8-6 armored corps have been replaced by 6-6-6 armored corps. This is a lethal, not a trivial, change. With this change, the Germans can put no more than 40 factors onto two squares, no more than 58 factors onto three squares. With eight units, the German is limited to 52 factors, with five units, he can deliver no more than 34 attack factors. This is a grave reduction in the strength of his army. While previously a pair of 5-7-4s were needed for the Russians to hold a two square river position, now only one 5-7-4 (or a pair of 4-6-4's) will be enough. A 7-10-4 in a doubled position is now 3-1 proof unless it can be attacked from four squares, even if no soak-off is needed. A doubled position which can be attacked by eight units (i.e., from three squares, with one soak-off being forced) can now be held by a 6-9-6 (of which there are now *four*) rather than by a 7-10-4. The effect of these changes on Russian defensive strength is enormous. The ability of the Russian army to 3-1 proof river lines has been vastly increased. It is as if (in the original game) all Russian defense factors had been increased by one.

The other German problem is the Russian replacement rate, which has a maximum of 24 in this game. Playing 4-6-8 *STALINGRAD* (rather than 4-5-6) is hard enough with an intact German army, let alone one which has been weakened by the permanent loss of its strongest units. Furthermore, while the German positions are fairly advanced, the vulnerable Russian replacement points have been moved to the rear. Leningrad is surrounded; however, in this scenario Leningrad only contributes one replacement point per turn.

The German should not become too downhearted, at least not instantaneously. He does have the unit in Leningrad isolated. Furthermore, his tactical position (the points he controls) is good. He still has units in Finland, a rare plus at this date. He has taken Kursk, which breaks the Orel-Kursk-Kharkov-Stalino "line of fortresses" (which is one of the most important and least recognized Russian defensive positions.) With Kursk in German control, the German player can roll up any defensive positions on the Donets or Oskal rivers; a drive towards Tula threatens Moscow from the south, and permits the German army to take the Donets river line in the flank. The German central position is also good. The German lines are beyond the Ugra River; a frontal battle in front of Moscow will be fought with both sides undoubled on defense.

While the Russian strategic position has several assets, the Russian player must be alert to the weaknesses of his army. Although his individual units are quite strong, they are limited in number. Even with the extra pieces, the Russian army at full strength only has 37 units. If it is stretched, forced to defend the entire length of the board, the Russian player may be hard put to scrape up a local counterattack force. Of course, without such a force, he is done for. If the Russian army can be driven to the point where it can occupy good defensive points and screen the open areas in between, but have no surplus units, the German army can bleed the Russian army to death.

A little analysis shows that the key points of battle are at Moscow and Leningrad. German offensives emanating from Kursk are a potent long-term threat, but are subject to substantial delay. A German attack on Moscow on the broadest available front (roughly speaking, along files S-V) threatens directly a vital Russian replacement center. The Germans only have to advance three squares; the Russians are essentially forced to choose between fighting in the open and risking low-odds attacks on Moscow. While these will not always succeed, once the German is into Moscow the Russian replacement rate is reduced to 16.

The importance of Leningrad is a little more subtle. Leningrad itself is only worth one replacement point. However, Leningrad is the route into Finland, and thereby to the entire Russian Northern flank. The Finns and German mountain units, by themselves, are not likely to be able to attack out towards Moscow and Vologda. However, if such an attack were reinforced with 30 or 40 German factors, it would be much more open. The Russians begin by holding a constricted line around Lake Onega; however, once the Germans are beyond that, the Russians must try to hold an enormously long front.

What can each side do about this situation? Because of the Reserve transfer rule, the Russians can start a 7-10-4 in Leningrad; this makes the city 3-1 proof. While I have not played the variant enough times to be absolutely positive, I think that the Germans must risk a first turn 2-1 against Leningrad. If they do not, they forfeit their only serious chance to take the city. The reason for this is a rarely-important rule distinguishing the isolation of units and of replacements cities. Lake Onega completes the isolation of any units which begin in Leningrad. However, *a replacement city can only be isolated by Zones of Control;* until the Russians get beyond Lake Ladoga, Leningrad is still a replacement city. Consequently, if the Germans do not take Leningrad on turn one, the Russians can (and very definitely should) bring in units in Leningrad and use them to undouble the German defense line on the Volkhov. Note that the Russians should emerge from the city towards the southwest, not the southeast; this way, Russian units moving onto the southernmost square of the Luga surround German units inbetween. If the Germans are defending on the end of the Luga, an advance to the southwest of Leningrad still insures that the Germans cannot counterattack so as to leave units next to Leningrad.

If the Germans do take Leningrad, the Russians are in for a much longer and more difficult time of things. The key points are to hold the Svir at all costs (if the Germans can open up the Russian line there, the Russian may well lose) and delay as long as possible to the north of Lake Ouega. If the units are available, it may be possible to hold the Germans in the open there. With a Russian replacement rate of 24 (reduced to 23 by the loss of Leningrad) the Germans have to be very careful about getting into a firefight on open ground in a constricted area. The Russian units all defend as well as the German armor does. Furthermore, the Russian replacement rate is nearly six times that of the German. The Russian can wear down the German army until it loses its offensive power. Since the German army in this scenario is nearly at full strength, it will take a while; however, the Russians can manage to do it.

The Germans must make full use of their entire army. Many German players seem to think that only their armor is capable of attack, the purpose of the infantry being to ride along as spectators and soak-off units. (The German wargaming term "Himmelfahrt-Kommando" is somewhat more descriptive than "soak-off unit.") However, if the infantry is limited to these duties, the German player will never win. The bulk of the attacks out of Kursk can usefully be done by infantry. In the open, German infantry (albeit five units at a time) can beat Russian infantry (if only one unit at a time). These attacks are needed. The Russian army has to be stretched, or it will start launching counterattacks.

The most important offensive for the Germans is the one straight towards Moscow. As in reality, the Russian army must fight for Moscow, preferably in front of it. While the Russian army can afford to fight like this on one front, the German can force the Russian to do so simultaneously on three fronts, a thing beyond the capacity of the Russian army. The most difficult problem for the German will arise if the Russain falls back into Moscow. When the Russian does this, he should hold the city so that the German cannot make a 2-1 on all of its defenders at the same time. A pair of 6-9-6's or 7-10-4's will do this. This way, if the German attacks Moscow, he is most unlikely to end up inside the city, making it relatively easy for the Russians to counterattack. If the Germans do get into Moscow the Russian should counterattack, trying to leave units next to the city. It is not that hard for the Russians to hit a doubled 6-6-6 at three-to-one. When the Germans took Moscow against me, I did just that; both sides took substantial losses, but the Russians finally won out. (Contrariwise, as the German, I probably would take a 2-1 into Moscow, if it were offered me; it is a doubled position, and the Moscow-Gorky Region is very hard to flank from the South, unless a lot of time is available.)

In conclusion, "Starting Stalingrad in 1942" is a novel, but challenging, variant in the *STALINGRAD* middle game. Since it is a period in both time and region of the board which many players do not ordinarily reach, it provides a refreshing change from the regular game. Each side has some substantial assets and liabilities, which greatly affect the play of the game, both tactically and strategically.

WEATHER OR NOT?

by Roy Easton and Norman Kluksdahl

The Addition of Weather Rules to PANZERBLITZ and PANZER LEADER

Throughout all of history the vagaries of the weather have had immense effects on the outcome of battles. It is therefore a bit presumptuous to expect that all of the actions depicted in *PANZERBLITZ* and *PANZER LEADER* occurred during periods of perfect weather. This variant adds weather rules to these games and allows the weather prevailing during the scenario to be determined by the players.

The player who moves second in the scenario determines the weather in effect during that scenario by finding the month in which the scenario battle occurred (shown on the scenario card), finding the column corresponding to this month on the appropriate part of Table I (for *PANZERBLITZ (PB)* or *PANZER LEADER (PL)* scenarios) and then rolling one die and indexing the correct result. For example, *PL* scenario 2 occurs on June 6, 1944, so the die is rolled on the May, June column of the *PL* part of Table I. If a "1" were rolled, the scenario would take place in the rain, otherwise it would take place in fair weather.

This table has four possible weather outcomes: Mud, Rain (Mud & Rain is a combination of these two outcomes), Snow and Fair. These outcomes are explained in greater detail below.

Rain: This outcome simulates the effects of rainy weather and affects both movement and combat. It is first necessary to determine the severity of the rain by rolling a single die and finding the result on the appropriate part of Table II. The three degrees of rain are explained below.

Light Rain: No effect on movement, maximum visibility is 10 hexes (see note A)
Medium Rain: Vehicular road movement cost is 1 MF per hex, all ranges for direct-fire weapons are halved (see note B)
Heavy Rain: All vehicular movement costs are doubled, all ranges for direct-fire weapons are halved and maximum visibility is 6 hexes. Gullies in *PB* are full of water and are treated the same way as streams in *PL*.

Notes: A. A maximum visibility of 10 hexes means that no unit may fire at a target that is more than 10 hexes away from the firing unit. All modifications of the Weapons Effectiveness Chart still apply. For example, a Panther firing at an armored target would have a Doubled AF at 1-6 hexes and normal AF at 7-10 hexes.
B. In this case, the Panther would have a doubled AF at 1-3 hexes and a normal AF at 4-6 hexes.

Mud: This outcome effects both movement and combat as described below.

Movement Effects:

	Road & Town Hexes	All Other Hexes
Tracked & Half-tracked Vehicles	1 MF per Hex	Movement Costs Doubled
Wheeled Vehicles	2 MF per Hex	8 MF per Hex

Combat effects: Attack strengths of all M class units halved, all Indirect Fire attacks will have "1" added to the attacker's die roll (all die roll modifications are cumulative).

Mud & Rain: The two effects are cumulative and are added together.

Snow: This outcome simulates the effects of both fallen and falling snow and affects both movement and combat. It is first necessary to determine the amount of snow already on the ground by rolling a single die and finding the result on the appropriate part of Table III. The effects of this snowfall are explained on Table 5.

After the amount of snow already on the ground has been determined, it is necessary to

TABLE I: Weather Determination

PANZERBLITZ

Die Roll	Jan, Feb	Mar	Apr	May	Jun, Jul, Aug	Sep	Oct	Nov	Dec
1	Snow	Snow	Mud & Rain	Mud	Fair	Fair	Fair	Mud	Mud
2	Snow	Snow	Mud & Rain	Mud	Fair	Fair	Fair	Mud	Snow
3	Snow	Snow	Mud & Rain	Mud	Fair	Fair	Fair	Mud & Rain	Snow
4	Snow	Mud & Rain	Mud & Rain	Fair	Fair	Fair	Rain	Mud & Rain	Snow
5	Snow	Mud & Rain	Mud	Fair	Fair	Fair	Rain	Snow	Snow
6	Snow	Mud	Mud	Fair	Fair	Fair	Mud	Snow	Snow

PANZER LEADER

Die Roll	Jan, Feb	Mar	Apr	May, Jun	Jul, Aug	Sep	Oct	Nov	Dec
1	Snow	Mud	Mud	Rain	Fair	Rain	Rain	Mud	Snow
2	Snow	Mud	Mud	Fair	Fair	Fair	Rain	Rain	Snow
3	Snow	Mud & Rain	Rain	Fair	Fair	Fair	Fair	Rain	Snow
4	Snow	Mud & Rain	Rain	Fair	Fair	Fair	Fair	Fair	Mud
5	Mud	Rain	Fair	Fair	Fair	Fair	Fair	Fair	Mud
6	Mud	Rain	Fair	Fair	Fair	Fair	Fair	Fair	Fair

TABLE II: Rain Severity

Die Roll	Panzerblitz	Panzer Leader
1	Light Rain	Light Rain
2	Light Rain	Light Rain
3	Medium Rain	Light Rain
4	Medium Rain	Medium Rain
5	Heavy Rain	Medium Rain
6	Heavy Rain	Heavy Rain

TABLE III: Amount of Fallen Snow

Die Roll	Panzerblitz	Panzer Leader
1	Light Snowfall	No Snowfall
2	Medium Snowfall	Light Snowfall
3	Medium Snowfall	Light Snowfall
4	Medium Snowfall	Light Snowfall
5	Heavy Snowfall	Medium Snowfall
6	Heavy Snowfall	Medium Snowfall

TABLE IV: Snowstorm Severity

	Panzerblitz		Panzer Leader	
Die Roll	A	B	A	B
1	None	Light	None	Light
2	Snowstorm, B	Light	None	Light
3	Snowstorm, B	Medium	None	Light
4	Snowstorm, B	Medium	Snowstorm, B	Light
5	Snowstorm, B	Medium	Snowstorm, B	Medium
6	Snowstorm, B	Heavy	Snowstorm, B	Medium

TABLE 5

Amount of Snow	Effect on Combat	Movement Costs				Note
		Road and Town Hexes		All Other Hexes		
		Tracked Vehicles	Wheeled Vehicles	Tracked Vehicles	Wheeled Vehicles	
None	Note A	Normal	Normal	Normal	Normal	C
Light snow	A	Normal	Normal	Normal	All Movement Costs Doubled	C
Medium snow	A	1 MF per Hex	2 MF per Hex	Doubled	8 MF per Hex	C
Heavy snow	A, B	1 MF per Hex	2 MF per Hex	Doubled	8 MF per Hex	C,D

Notes: A. If there is no Snowstorm (see below), "1" is added to the die roll for all Direct-Fire attacks because the glare from the snow makes sighting more difficult.
B. Attack strengths of all M class units halved and all Indirect-Fire attacks will have "1" added to the attacker's die roll.

C. All swamps and lakes are frozen over and are treated as clear terrain; the streams in *PL* are also frozen and stream hexes are treated like the gullies in *PB*. The major river in *PL* does not freeze.
D. All stream and gully hexes are filled with snow and are impassable except at fords and bridges.

Union (left):

- W.S HQ Grant 0-0 0-8
- F Pot Burnside -2-0 0-8
- C Pot Hooker 0-0 0-8
- W.S Po Meade 0-1-5-4 0-8
- G Po Meade 0-1 0-8
- F RGD Sumner -1-0 6-4 0-8
- F CGD Hooker 0-0-4-4 0-8
- F LCE Franklin 0-0-3-4 0-8
- F.C.G Reynolds -1-1-6-4 0-8 L
- EC III Couch 0-0-5-4 6-8 R
- F III Stoneman 0-0-4-4 0-8 C
- F V Butterfield -1-1 4-4 0-8 C
- C.G W.S VI Sedgwick -1-1-5-4 0-8
- F IX Wilcox 0-0-4-4 0-8 R
- C.G II Sickles 0-0-5-4 0-8
- C V Meade 0-1-5-4 0-8 L
- F VI Smith 0-1-2-4 0-8
- C.G XI Howard -1-1-4-4 0-8
- C.G XII Slocum 0-0-5-4 0-8
- C Cav Stoneman 0-0-4-4 0-8
- G W.S II Hancock 0-2-6-4 0-8 P
- G V Sykes 0-0-4-4 0-8
- G Cav Pleasonton 0-0-5-4 0-8
- W.S V Warren 0-1-5-4 0-8 P
- W.S IX Burnside -2-0-4-4 0-8
- W.S Cav Sheridan -1-2-25-4 0-8 P
- S VI Wright 0-0-5-4 0-8 P
- F Hancock 5-4 R2
- F Howard 6-4 R2
- F French 4-4 R2
- F Pleasonton 5-6 R2
- F Burns 4-4 R9
- F Sturgis 5-4 R9
- F Getty 4-4 R9
- F IX 5-6 R9
- F Pleasonton 4-8 R
- F Birney 5-4 C3
- F Sickles 5-4 C3
- F Whipple 3-4 C3
- F III 6-6 C3
- F Griffin 6-4 C5
- F Sykes 7-4 C5
- F Humphreys 5-4 C5
- F 5-6 C5
- F Averell 2-8 C
- F Doubleday 7-4 L1
- F Gibbon 5-4 L1
- F Meade 5-4 L1
- F 7-6 L1
- F Brooks 7-4 L6
- F Howe 7-4 L6
- F Newton 7-4 L6
- F VI 7-6 L6
- F Bayard 3-8 L
- F Hays 6-6 A
- F Turnbull 2-4 A
- W Barlow 8-4 P2
- W Gibbon 7-4 P2
- W Birney 7-4 P2
- W Mott 5-4 P2
- W.S 8-6 P2
- W Griffin 9-4 P5
- W Robinson 5-4 F5
- W Crawford 4-4 P5
- W Wadsworth 7-4 P
- W.S 8-6 P5
- W Wright 8-4 6
- W Getty 9-4 P6
- W Ricketts 5-4 F6
- W.S 5 7-6 P6
- W.S Torbert 6-8 4
- W Gregg 5-8 4
- W.S Wilson 3-8 6
- W.S II 5-8 4
- W.S IIR 5-8 PA
- W.S IR 2-4 PA
- W.S IIR 5-6 PA
- W.S IIIR 5-6 PA
- W Stevenson 3-4
- W.S Porter 6-4 9
- W Willcox 5-4
- W Ferrero 4-4
- W Marshall 3-4 9
- W.S IX 5-6 9
- S Barlow 7-4 P2
- S Gibbon 5-4 P2
- S Birney 9-4 P2
- S Griffin 7-4 P5
- S Potter 5-4 9
- S Crawford 3-4 P5

Confederate (right):

- F.G W.S NVa Lee -1-2 0-8
- F I Longstreet -2-23-8 0-8
- F.C II Jackson -2-16-8 0-8 oo
- C I Lee -1-2 6-8 0-8
- G.S II Ewell 0-0-4-8 0-8
- G.W III A P Hill 0-0 5f-8 0-8
- G.S Cav Stuart -1-1 6f-8 0-8
- S I Anderson 0-0-4-8 0-8
- S III Early 0-1-6-8 0-8
- F 5 Anderson 9-4 1
- F 4 Hood 8-4 1
- F 4 McLaws 8-4 1
- F 5 Pickett 9-4 1
- F 2 Ransom 4-4 1
- F Cabell 2-6 1
- F 2-6 1
- F 2-6 1
- F 2-6 1
- F Walton 2-6 1
- F Alexander 3-6 1
- F 4 Early 8-4 1
- F 6 A P Hill 12-4
- F 5 D H Hill 10-4 2
- F 4 Taliaferro 7-4 1
- F Jones 3-6 2
- F Walker 4-6 2
- F Latimer 3-6 2
- F Brockenbrough 3-6 2
- F Brown 3-6 2
- F Cutts 2-6 2
- F Nelson 2-6 2
- F 2 Stuart(?) 4-8
- F 6 Pelham 3-8
- W.S 4 Kershaw 4-4 1
- W.S 5 Field 6-4
- W.S Huger 3-6 1
- W.S Haskell 2-6 1
- W.S Cabell 2-6 1
- W.S 3 Early 5-4 2
- W.S 4 Johnson 5-4 2
- W.S 5 Rodes 7-4 2
- W.S Hardaway 3-6 2
- W.S Nelson 2-6 2
- W.S Braxton 2-6 2
- W.S Cutshaw 2-6 2
- W.S Page 2-6 2
- W.S 5 Anderson 7-4 3
- W.S 5 Heth 7-4 3
- W.S 4 Wilcox 8-4 3
- W.S Poague 2-6 3
- W.S McIntosh 2-6 3
- W.S Pegram 3-6 3
- W.S Cutts 2-6 3
- W.S Richardson 2-6 3
- W&S 5 Hampton 3-8
- W.S 6 Flee 3-8
- W.S W H F Lee 2-8 5
- W.S Breathed 3-8 5
- 2-4 1
- 2-4 1
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- 1-4 1
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- 1-4 3
- 1-4 3
- 1-4 3
- 1-4 3
- 1-4 3
- 1-4 3
- Hood 0-8 1
- Pick 0-8 1
- Ran 0-8 1
- DH 0-8 2
- Tali 0-8 2
- Ker 0-8 1
- Field 0-8 1
- Jo'n 0-8 2
- Heth 0-8 3
- Wil 0-8 3
- Stu 0-8 6f
- S Mackworth 5-4 P5
- S Wright 7-4 P6
- S Getty 6-4 P6
- S Ricketts 4-4 P6
- F.C W.S Art Hunt 0-1 6-4 0-8 P
- 2-8 6
- 2-8 6

Read what others have had to say about DIPLOMACY—

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... *GAMES & PUZZLES*, Dec. 1973, p. 16

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... McClendon, *LADIES HOME JOURNAL*, April 1974, p. 136

"They play it in the White House. In fact, it's the rage in America. And, at Cambridge, the Dean of Trinity College, John Gallagher, is an expert. In ecclesiastical circles, the Bishop of Woolwich knows all about it ... IT? The game called *DIPLOMACY*."
... Greville, London *DAILY MAIL*, Nov., 1972

For the past 15 years *DIPLOMACY*, a strategy game of diplomatic and military conflict in pre-WWI Europe, has enjoyed an ever increasing popularity despite a lack of widespread distribution. Practically the only game in existence to attract a following entirely it's own, *DIPLOMACY* offers a fascinating game system devoid of luck elements of any kind.

For years, *DIPLOMACY* has been considered the third branch of wargaming in and of itself (conventional board wargames and miniatures being the other two). Literally dozens of fan magazines are published about this game as a forum for postal play. Such postal games are not only accompanied by colorful and often humorous "press releases" by the respective powers, but are also permanently recorded by an official whose duty it is to log every postal game ever played. Over 100 variants of the game have been published in various *DIPLOMACY* journals. No wargame short of chess itself has ever been the subject of such prolonged scrutiny.

DIPLOMACY is best played by 7 players though as few as 2 may play. Each player represents one of the great powers of Europe in the years just prior to WWI: England, Russia, Turkey, Austro-Hungary, Italy and France. At the start of the game, the players draw lots to determine which power each will represent. This is the only element of chance in the game.

Each turn represents 6 months of real time. Players can increase the size of their forces by building new armies and fleets during every "fall" move. However, to build a new unit you must have gained a supply center. There are only 34 of these on the board, possession of which are hotly contested. Powers losing control of their supply centers are reduced in size and eventually forced from the game until one player manages to gain control of 18 centers, and therefore a majority, and wins.

Secret orders are written by the players for both movement and the concentration of fleets and the raising of armies with which they try to enforce the alliances they exact from each other. For no agreement in *DIPLOMACY* is sacred— they can be broken with no more penalty than the likelihood of insuring the "stabbed" player's distrust and enmity for the balance of that and possibly future games. The rules do not bind a player to anything he says, deciding whom to trust as situations arise is part of the game. Players are generally constantly engaged in negotiation with friend and foe alike, for this turn's ally may well be next year's enemy. The winner must command the best marriage of tactical knowledge of maneuvers, deceit and cunning, and an intuitive sense of when to form and break alliances.

DIPLOMACY comes complete with a full-color, mounted mapboard of early 20th century Europe, 7 conference maps, rules and 7 separate sets of colored wooden playing pieces (oblong for fleets, square for armies). The game is available by mail from Avalon Hill for $11.00 plus the usual postage charges.

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06 ☐ ALIEN SPACE—$2.00
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08 ☐ First Front PANZER LEADER—$1.00
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12 ☐ SPI TACTICAL SHOOTOUT—$1.00
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3. Components _____
4. Ease of Understanding _____
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6. Play Balance _____
7. Realism _____
8. Excitement Level _____
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_____ _____ _____ _____

_____ _____ _____ _____

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_____ _____ _____ _____

Name _____

Address _____ City _____

State _____ Zip _____ Phone _____

CONTEST NO. 71

CHANCELLORSVILLE

The Union forces have just successfully thrown a bridgehead across the Rappahannock and intend to quickly reinforce it as their major invasion site. As the Confederate player you must break the bridgehead and prevent a large scale crossing at this point. You have only those units in the diagram to accomplish your objective.

Write the attack factor of each unit in the hex to which you wish to move it. Also write down your intended attacks for both the Artillery Fire Phase and the regular Combat Phase. Keep in mind the adverse effects of defensive artillery fire. Those entries which give the Confederate forces the best probability for both destroying or pushing back those Union units already across the river and preventing any reinforcement to these units will win.

Artillery Fire Phase

Attacking Unit(s)	Target Units	Battle Odds
1.		
2.		
3.		
4.		

Combat Phase

Attacking Units	Defending Units	Battle Odds
1.		
2.		

ISSUE AS A WHOLE: .... (Rate from 1 to 10; with 1 equating excellent; 10= terrible)

Best 3 Articles:

1 _____
2 _____
3 _____

NAME _____
ADDRESS _____
CITY _____ STATE ____ ZIP ____

determine if a snowstorm is occurring during the scenario by rolling a die and indexing the result on the appropriate part of Table IV. The die is first rolled on Column A to see if there is a snowstorm; if the "None" result is obtained, there is no snowstorm and no further effects (except that Note A in Table III becomes effective). If the "Snowstorm, B" result is obtained, a snowstorm is occurring during the scenario and its severity is determined by rolling the die again on Column B. The outcomes in this column are explained below.

Light Snowstorm: Maximum visibility is 10 hexes.

Medium Snowstorm: Vehicular road movement costs are doubled, all ranges for Direct-Fire weapons are halved.

Heavy Snowstorm: Vehicular road movement costs are doubled, all ranges for Direct-Fire weapons are halved, maximum visibility is 4 hexes, all Direct-Fire attacks will have "2" added to the attacker's die roll.

Snow and Snowstorm effects are cumulative. For example, for a scenario with Medium Snow and a Medium Snowstorm, the road movement rate for tracked and half-tracked vehicles would be 2 MF per hex while that for wheeled vehicles would be 4 MF per hex.

Fair: This outcome means that there are no weather effects on the scenario.

In addition to being determined randomly, the weather for a particular scenario may also be set by mutual agreement between the players and may be considered as one way to achieve play balance between players of differing abilities.

★★★★★

A. H. Philosophy . . . *Continued from Page 2*

and check-out procedures and be sure that everything runs smoothly.

Regular meals and snacks will be available at very reasonable prices in the Student Union throughout the three day event. Plenty of free on-campus parking will exist *after* 4 PM Friday.

Through the auspices of Johns Hopkins University there will be on-campus lodging available for the first 550 pre-registrants. These will be college dorms with communal facilities. Linen will be provided and an acknowledgment of your reservation will be sent to you. Rooms must be reserved for both nights. One day reservations can not be accepted. Make your checks payable to JHU. Send no cash.

THINGS TO SEE & DO

Those of you traveling to Baltimore for the show may well want to make a week of it and plan a vacation around ORIGINS. There are a wealth of places of interest within easy driving distance of Baltimore. The nation's capitol is less than an hour away and offers such attractions as the Library of Congress, Smithsonian Institute, National Archives, the Pentagon, and even Watergate. Just a bit further in the opposite direction is Philadelphia; the Bi-Centennial city with the Liberty Bell and Independence Hall. Historic battlefields abound within easy driving distance including Valley Forge, Gettysburg, Antietam, Appomattox, Harper's Ferry, Fredericksburg, Spottsylvania and Chancellorsville. The U.S. Naval Academy at

DESIGN ANALYSIS

PzKw VIa

ABS 3.2"   12
ABF 4.0"

GPres 14

GUN 88mm/L56   Eff Rng 3000m
AMMO 92   PEN 4.9"   2 MG 34

15 A 12

8   Wt 60.5t   HPWt 11.6

AVERAGE LOSSES
CONTROLLING THE LUCK FACTOR

by Riley R. Geary

The Series Replay of *Waterloo* in a recent issue of *The General* (Vol. 12, No. 3) is an excellent illustration of why the art of wargaming in its present state will never attain a level of serious competition comparable to that of Chess, Go, or even Checkers. Despite the relatively high level of skill shown by both players, the game was essentially decided on the basis of the French player's disastrous luck with the dice — by the 11 AM June 17th turn, the French had lost 103 combat factors (31 more than average results) while the PAA had only lost 79 factors (5½ less than average), effectively putting the game out of the French player's reach at that point. That such a result is by no means unusual is borne out by the German Replay victories in *STALINGRAD* (Vol. 10, No. 4) and *AFRIKA KORPS* (Vol. 10, No. 5), and the collective experience of most wargamers. The point is, there is simply too much luck involved in most wargames, particularly in their combat results, for them ever to be taken seriously as bona fide tournament-level games. Imagine the ludicrousness of running a Chess tournament where the players had to roll a die each time they wished to capture an enemy piece, but that's exactly what we're stuck with in wargaming at the present time.

As it happens, wargames are not really comparable to Chess or other abstract games since some element of random chance is almost always necessary (at least in CRT's) to reflect the uncertainty of real life situations and to prevent stereotyped strategies from taking hold. A number of alternatives are available to keep the luck factor within reasonable bounds, however. The main problem appears to be in preventing the effects of a mere handful of die-rolls from determining the outcome of a game, which is often the case in the "classic" AH-type wargames with their unit elimination based CRT's and wide range of individual outcomes. This will be the main thrust of my article.

One possibility is to simply increase the number of die-rolls at each decision point in order to allow the law of averages a free hand. Similarly, the more extreme outcomes can be controlled directly through the results table by reducing their frequency of occurrence. However,

this really does nothing towards mitigating the effects of a run of bad luck with the dice, it just renders it less likely. For example, while there is only 1/36 chance of getting an Attacker Eliminated result at 2-1 odds in *THIRD REICH*, it can be just as fatal as the 1/6 chance in *STALINGRAD, AFRIKA KORPS, WATERLOO,* etc. Another possibility taken by many of the more recent wargames is to increase the number of decision points requiring a die-roll. Rules governing such things as Command Control, Forced Marches, Supplies, Weather Effects, and the like are examples of this technique; but while they are usually justified in the name of greater "realism" and/or complexity, they tend to make a game even more dependent on the effects of chance by further reducing the players' control over the situation. An alternative also found in some recent designs is to reduce the variance in individual outcomes by eliminating the more extreme possibilities so there will be less deviance from the statistical average. Yet, this has the negative effect of reducing interest and "excitement" in a game by standardizing its outcomes, and does not really address the issues at hand. For example, one of the main reasons *1914* failed as a game was undoubtedly the deadly dullness of its CRT — realistic it may have been, it certainly didn't provide much in the way of excitement, and didn't even leave much room for skillful tactics. The relatively "bloodless" CRT's found elsewhere are another manifestation of this trend, allowing units to be pushed back and forth without much of anything ever happening. Perhaps the most absurd attempt to "eliminate" luck was in the much despised *KRIEGSPIEL* with its system of simultaneous choices. While this idea can be used effectively to increase a game's realism, it is ridiculous to pretend that substituting a "guessing game" based on game theory principles in place of a random die-roll actually yields a "100% all-skill" wargame.

The approach I tend to favor, having evolved it over a number of years, is based on a philosophy of equilibrating results after the fact without actually altering a game's existing design structure. This allows maximum variance to be retained in individual decision points while re-

PBM CRT BREAKDOWN

	1-7+	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1+
A Elim	100%	80%	70%	50%	30%	30%	30%	15%	—	—	—	—	—
A Ex	—	—	—	—	—	20%	20%	30%	30%	20%	—	—	—
Back 2	—	20%	30%	50%	70%	30%	20%	10%	—	—	—	—	—
D Elim	—	—	—	—	—	20%*	40%	60%	70%	70%	60%	80%	100%
Back 2	—	—	—	—	—	—	20%	10%	10%	30%	30%	40%	20%	—

* D Exchange probability

storing a strategic balance to the situation. While this system can be used in conjunction with various types of decision points in addition to CRT's, it will be explained within the context of combat results since this is where luck tends to exercise its greatest influence. Unfortunately, this system works best only when the various outcomes can all be expressed in terms of some easily quantifiable and irreducible "common denominator" – which makes the older AH titles with their unit elimination CRT's and interchangeable units (combat factors) the most readily adaptable. In more complex games such as *PANZERBLITZ*, certain simplifying assumptions would have to be made or a more complicated procedure devised.

Essentially, battles are resolved each turn as before, but a prior determination is made of each side's total expected losses (TEL's), as expressed in terms of combat factors, which are then compared with the actual die-roll outcomes – equilibrating the results as much as possible. The expected losses can be computed for each individual battle (irrespective of "positional" value) through simple analysis of the CRT's statistical results. These should be calculated at the instant of combat in order to eliminate the need for secondary or tertiary calculations when the results of one battle may partially influence another battle (as with advance after combat, etc.). Eliminated units, other than those victims of automatic elimination or blocked retreat routes, are no longer immediately removed from the board, but rather are inverted and retreated the maximum distance allowable by the CRT consistent with the rules of the game. After all the battles have been resolved, these inverted units are removed by the owning player to satisfy any remaining casualties called for by his TEL. If that player suffered an excess of casualties, he would receive the excess back by reinverting a corresponding number of his inverted "casualty" units (in effect, returning them to the game as "reconstituted" units). Had he had a casualty deficit, he would not only have to remove *all* of his inverted units, but also a certain number of his surviving units that participated in battles in which they *could* have become casualties. In either event, the owning player is free to determine which of his units will be reconstituted or eliminated as necessary, but he may never end up on the opposite side of his TEL "equilibration point." In other words, he could not reconstitute more units than a casualty excess would allow, nor could he eliminate additional units beyond

any casualty deficit. Unit elimination/reconstitution can be manipulated where a choice exists to maximize the residual casualty deficit/excess if desired, and such residuals are always carried over to the next combat cycle, etc.

The rationale here, for those who need some sort of "justification in reality," is that one can generally estimate the attritional aspects of a battle more closely than its positional outcome. In other words, while a commander could not be certain as to whether he would "win, lose, or draw" a given battle with less than overwhelming odds, he would have a fairly good idea how much it would cost him in terms of casualties – more or less irrespective of the outcome. The effect of all this is to allow a greater utilization of relatively low-odds attacks, even with unit elimination CRT's, while reducing their individual decisiveness. The risks of a particular battle can then be weighed against the value of the position and the quantifiable strategic casualty rate.

While this system is not really as confusing as it might at first sight appear, it does require a certain amount of additional bookkeeping that some may find rather tedious (including a prior statistical analysis of the CRT to be utilized), and an electronic calculator could prove to be a virtual necessity in complicated situations. At any rate, to illustrate how this equilibration procedure works, the above cited *WATERLOO* game is presented in an analytical format, along with the statistical breakdown of the Play-by-Mail CRT used. Note that in battles where retreat routes are blocked, Back 2 results are treated as Elim results. The result columns indicate which units should have been eliminated (–) or reconstituted (+) in accordance with each turn's actions. For example, in the 9AM June 16 turn, the French made a single 1-2 attack against Steinmetz on the Quatre Bras ridge and received an A Elim. Using this equilibration procedure, one of the attacking 4-4 artillery units would have been retreated and reconstituted to fight again instead of suffering elimination, while the PAA would have accumulated a –3.2 residual casualty factor (Steinmetz was the only unit attacked, and he could not be eliminated since there is not enough of a casualty deficit to allow it). On the other hand, the 11 AM turn saw a 4-1 against Brause (DB2), a 5-1 against Brunswick (D Elim), and a 1-1 by Guyot and Pire against five PAA delay units (AB2). The French deficit could have been satisfied by eliminating Guyot (a 3-6) instead of Pire, which would have left a residual

of only –0.7; and the PAA deficit could have been satisfied by eliminating all five delay units instead of Brause (a 6-4) and three delay units, which would have left a residual of –4.0.

Though the French might still have lost if this system had been employed, they at least would have faced a more equitable fight than the actual event. I would strongly recommend that this or some other type of system to control the luck factor be instituted in tournaments and the like if wargaming is to attain a serious respectability.

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A. H. Philosophy . . . *Continued from Page 21*

Annapolis is a convenient stop on the way to seaside vacations in Atlantic City and Ocean City just 3 hours away. *Richthofen's War* fans might even want to visit Flying Circus Aerodrome in Bealeton, VA. Aberdeen Proving Grounds is only 45 minutes away and is home to the most impressive collection of actual armored vehicles and artillery in the country. Virtually every tank of WWII plus many which preceeded or came afterwards are on display at Aberdeen.

One need not go that far afield to be entertained however. Baltimore offers tours through the US Frigate Constellation and US Submarine Torsk, Fort McHenry and famous Pimlico Racetrack (home of the Preakness). Other local points of interest include the Shot Tower, Edger Allan Poe's home, Washington Monument, Babe Ruth's birthplace, Walters Art Gallery, Peale Museum, Baltimore City Zoo, and Port Welcome cruises. Railroad buffs would enjoy touring the Camden Railroad station and the Streetcar Museum. And for the sports minded, major league baseball is available with our own Baltimore Orioles at home vs. Hank Aaron and the Milwaukee Brewers on July 23rd, 24th & 25th, and the New York Yankees on July 26th, 27th and 28th.

COMPETITIONS

The starting times for the various tournaments have been staggered to allow for their varying lengths and to allow losers in early rounds to enter later starting events. Involvement is the only way to enjoy a convention of this type so we hope you'll take in as many events as time will allow. A uniform hexagonal wall plaque has been designed for 1st place winners of all events at ORIGINS II. Additional prizes are up to the sponsor of each particular event but the first place winner is guaranteed at least the ORIGINS II plaque. Judges and rules to be utilized are up to the sponsors of each event, which in some cases is not the publisher of the game. The sponsors will eventually receive all entry fees to defray costs but to simplify matters your check must be made payable to *INTEREST GROUP BALTIMORE*—regardless of which event you enter. You *should bring all games you expect to play in competition* at ORIGINS II as they will *not be provided* in most cases.

AH CLASSIC 500: The biggest prize money event at ORIGINS II will be the AH Classics tournament. Although the fees are the highest of any at ORIGINS II, the ratio of average yield to fee expenditure is better for this tournament than any other. Over $500 in cash and merchandise form the prize pool for this event. The top four finalists will receive $100, $50, $35, and $25 respectively. Fifth through 8th place will be

WATERLOO REPLAY ANALYSIS							
	FRENCH				**PAA**		
	Losses				Losses		
Turn	Ave./Act.	Results	Residual		Ave.-Act.	Results	Residual
7 AM Fr	–/–	––––	0		1.0/1	––––	0
9 AM Fr	4.0/8	+(4-4)	0		3.2/0	––––	–3.2
11 AM Fr	5.7/2	–(2-6)	–1.7		8.8/3	–(6-4, 1-4)	0
						–(1-6, 1-6)	
1 PM Fr	–/–	––––	–1.7		4.0/4	––––	0
3 PM Fr	5.6/8	––––	0.7		7.3/4	–(1-6)	–2.3
5 PM Fr	9.6/16	+(6-4)	1.1		13.2/13	––––	–2.5
5 PM PAA	8.2/10	––––	2.9		3.2/2	––––	–3.7
7 AM Fr	5.2/8	+(2-6)	3.7		5.8/12	+(1-6, 1-6)	0.5
7 AM PAA	3.6/2	––––	2.1		9.0/8*	––––	–0.5
9 AM Fr	5.8/8	+(2-6)	2.3		14.4/12	––––	–2.9
9 AM PAA	7.7/11	+(5-4)	0.6		5.9/1	–(6-4)	–1.8
11 AM Fr	16.4/30	+(5-4, 5-4)	4.2		8.8/19	+(8-4)	0.4

*8 factors lost due to illegal placement

Wooden Ships & Iron Men

BRITISH: MICK UHL
FRENCH: JACK GREENE
COMMENTATOR: RICHARD HAMBLEN &
CRAIG TAYLOR

This game was played under the Basic Game system with the following advanced rules added: Full Sails, Backing Sails, Types of Ammunition, Sink & Explode, and Repairs. The players were allotted 70 points to purchase their ships from the French and English OoB's as outlined in the "Buy your Own" section of the rules. Both players started in parallel lines 14 hexes apart. Wind was constant from a B attitude. The historical narrative which follows is strictly the marriage of fertile imaginations and a hotly contested game. The named ship commanders and their actions are fictional. Although their actions may occasionally seem to deny it, both players are eminently qualified; Jack Greene having placed 2nd in the WS & IM tournament at ORIGINS I and Mick Uhl having performed the WS & IM development chores for Avalon Hill. The commentary is handled by expert miniaturist Richard Hamblen with technical assists from the game's designer—Craig Taylor.

The diagrams for this replay are a bit tricky. The vessels depicted are shown after movement but prior to the end of the turn when sails are raised or lowered. The movement of the vessel from its last position can be determined by following the path of dots and dashes to the large circle (French) or square (British) which represents the position of the ship's colors (stern) at the end of the previous turn. Therefore, the diagrams do not show exact movement of the ship's bow, but rather the stern of the vessel.

Follow now, if you will, the valued commentary of Richard Hamblen as he gives "game" credence to the historical narrative preserved to this very day by the ship's logs of our respective 19th century admirals.

French naval fortunes were at their lowest ebb since before the days of Colbert and Louis XIV. With the Revolution and the Terror that followed, the Navy had been stripped of its officers, able or not. A victory at sea was needed for the Navy, for the Directory, and for France.

Therefore, late in 1795, a small squadron had been outfitted in Rochefort and dispatched to the West Indies under command of the young and able Contre-Amiral Jacque Pomponne. Early in 1796, Citizen Pomponne formulated his plan to attempt to surprise and seize St. Kitts.

Commentator's Introduction: It might be cute to continue the "historical" flavor in the neutral commentary, but a "historical" commentary would be too hard to understand in terms of following the replay. Consequently, I have limited my historical contributions to an appropriate title—*"The Verdict of History"*—and a few appropriate excerpts from the references:

"Today we know the infamous Battle of St. Kitts for what it was . . ." Legendary and Mythical Naval Battles, Neuman, p. 290n.

The initial setup and the OoB's: The main British striking force is contained in the two elite frigates and the one crack frigate, with the force evenly

divided between these ships. Each has four guns and three carronades, which makes them the only ships on either side able to fire seven guns at close range, and in addition they have a significant advantage in long range firing—since gun hits can be chalked off against carronades, these ships can take three gun hits before their long distance fire is penalized, a 50% advantage over the best French ship. All of the British ships have minimal crews, however, which makes them very weak in boarding actions. Clearly, it will pay the British to keep their distance and fight an artillery battle.

The French ships are weaker in guns but much stronger in crew strength (37-28 crew squares and melee strength 153-119). In addition, much of their strength is concentrated in one ship—the *BRENNUS*—which has three extra elite crew squares, one extra hull square, an extra gun, and an extra column of rigging. Like the British, the French also have medium strength elite and crack frigates, but these are significantly inferior in gunnery—each has only one spare gun square—and superior in melee capability. Clearly the French want to close and melee, especially with the *BRENNUS*. It would take the best *two* British frigates to match the melee strength of the *BRENNUS*!

Both sides have a weak sister frigate—for the French the *JEAN BART*, for the British, *MERCIA*. The *JEAN BART* is truly an inferior ship, the weakest on the board in all categories. The *MERCIA*, on the other hand, actually has an extra hull square and column of rigging, although it is inferior to the rest of the British fleet in crew quality and number of guns. *MERCIA* and *JEAN BART* will be most important in mopping up operations after the better ships have suffered damage, but both ships (and especially the *MERCIA*) carry enough strength to tip the scales in a close battle. They will be especially valuable in a close range firefight, where they can fire effectively but not have to melee.

The crucial points to remember are: the British are superior in gunnery, the French superior in melee; and the British fleet is well balanced (even the *MERCIA* has strengths to compensate for her weaknesses while the French ships vary in strength).

As in any battle in which the different units have different combat capabilities, mobility and maneuver should prove decisive. Here, both fleets start off even in maneuver capability; all of the ships are slow frigates, and the fleets start in parallel lines equal with respect to the wind.

Any maneuver advantage will have to be earned.

Turn 1
The Verdict of History:

" . . . the action began with both sides waiting for the enemy to make the first mistake . . ." Legendary and Mythical Naval Battles, Neuman, p. 290n.

Holding the weather gauge—being "upwind" of the enemy—is tremendously important in *WOODEN SHIPS & IRON MEN*, especially when the wind is a normal breeze that cannot change in direction (as is the case in this game). The upwind

ships are assured of maximum mobility, and at the same time they are practically invulnerable to enemy advances against the wind. Both sides set up even with regards to the wind, but both players have made the mistake of placing their heaviest ships farthest downwind. These ships will have a hard time getting into action if the battle is joined upwind of them. The French in particular will have a hard time of it if they cannot get *BRENNUS* into play.
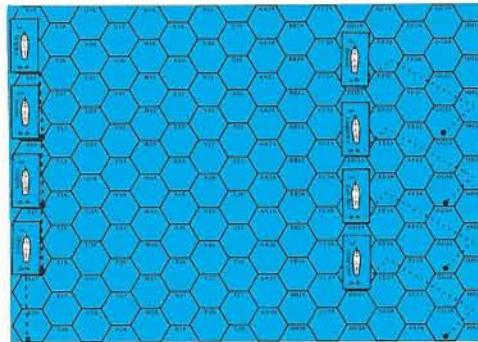
Turn 1: We pick up the action with both fleets under full sail. The French are utilizing the standard approach procedure while the British opt for a defensive posture, waiting for the French to come to them. Observing the French approach, the English drop full sails.

Turn 2
The Verdict of History:

"Amazingly, the French sailors were issued a wine ration minutes before the battle was to begin. This has been blamed for some of the erratic maneuvers the French fleet was soon to begin . . ." Idem.

The French pull the old psychological do-si-do, seen at some time or other in every war game on land or sea. The French fleet is too distant to threaten anything, so the maneuver can't really be termed a feint; its impact is entirely psychological, supposedly inducing wariness in the opponent (but do you *want* your opponent to be wary?). Actually, I suspect its only real benefit is in the feeling of well-being it induces in the player who pulls it off . . .
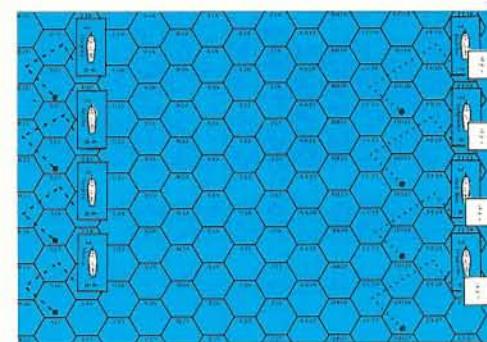
Turn 2: Expecting the French to repeat their approach maneuvers the British edge closer for a long range shot at the French rigging. The French move is totally unexpected and foils the British strategy of crippling a ship at long range by trading basic hits on the British battle sail rigging for doubled hits on the French full sail rigging. Both commanders keep men aloft at the turn's end as the British unfurl full sail again while the French drop theirs.

THE FRENCH LOG

What follows are sections of the instructions given by Citizen Pomponne to the commanders of the vessels of his squadron on the eve of the Battle of St. Kitts. From his dispatch:

. . . if, in our approach, we should fall-in with the British squadron of frigates rumored to be about, then I propose the following: Assuming their squadron to be the same size and composition as ours, we shall engage the enemy and defeat him. Too often in the past, French objectives have been incorrect. The utter destruction of the British squadron is our best guarantee of the fall of St. Kitts. To achieve this, we must first obtain the windward advantage. From the start of any action or sighting, our squadron must act in unison to gain the wind and thereby choose the range at which the action will be fought and gain the tactical advantage of striking where we please. This, however, must be balanced by the fact that the enemy is known for his ornate maneuvers and desire to avoid action except under the most favorable conditions. A bold advance may favor us in a particular situation. Thirdly, it is best to concentrate our squadron on a portion of the enemy's and thereby defeat it in detail. All vessels are to be aware of the possibility of inflicting early damage to the enemy's rigging to slow their maneuvers. The *JEAN BART* is not an efficient vessel, therefore loading her guns with chain will improve her fire effectiveness markedly over the use of roundshot. Further, the *JEAN BART*, being our weakest vessel, will operate independently, if by that act Citizen Massue can keep a major portion of the English squadron occupied while the remainder is destroyed by the bulk of our squadron.

A line-ahead formation will be maintained during battle with the two strongest vessels at either end. The *BRENNUS* (flagship) will be at the head of the line. The squadron should vigorously attempt to follow the *BRENNUS*. The English of late have armed their frigates with a great many carronades from which we must maintain our distance. If, however, a successful boarding opportunity should arise, then by all means let us seize upon the opportunity for the English fear cold French steel . . . If I should fall in action, Citizen Puységur will assume command of the squadron. In any event, if adversity should befall us, remember the honor of France . . .

(1) . . . our squadron approached the enemy on a parallel course and the distance closed rapidly. I desired to close with the enemy and take advantage of any errors in his maneuvers. Possibly, with a bit of luck, we could secure a long-range rake, however . . .

(2) . . . as it appeared that the enemy was wary of our intentions, I felt we should put the enemy off guard by executing a completely meaningless maneuver. Yet, by that act we would have performed a meaningful maneuver as the English must never be able to predict our next action! A wheel within a wheel, the subtle knife thrust is hidden by a broad sword stroke. If the enemy expects us to advance, we must fall back. If the enemy rests, we must attack! . . . Since our crews were not so refreshed as I would have liked, I signaled the squadron to bring food and wine to the men at their stations . . . it appeared at this stage that it would be virtually impossible to gain the wind gauge. Therefore, I decided that the advantage of running ahead and past the enemy van might give our squadron a good rake. In any event, it would allow us to concentrate our entire line against the enemy van with any luck. At that time, it seemed we would have to work up on his van slowly to protect our rear and deny him any advantages in regard to the wind . . .

(3) . . . The *BRENNUS* forged ahead to take advantage of any opportunity presented by the enemy's van. At the same time, I ordered the remainder of my squadron to support the *BRENNUS* by advancing slightly on the enemy line to shield her from any enemy fire. The enemy replied in much the same fashion but did not press us . . .

(4) . . . the opening of most actions usually has one side forcing an advantage upon the other through maneuver. Yet, both our squadrons had been unable to turn any advantage. I was filled with indecision as we closed with the enemy van. There was a constant fear of exposing our rear to the enemy and/or losing the wind gauge. I preferred a bold advance over luffing slowly toward the enemy, but the enemy left me no alternative. I dared not expose our squadron to serious damage through long-range rakes. The English refused to commit themselves to any endeavor except to block our advance and to leave us with no advantage . . .

(5) . . . as the range dropped, I decided to close-up my line and execute only simplified maneuvers to deny undue advantage to the enemy. It would also allow us to exploit enemy errors more quickly, and, generally, afford mutual fire support between the various vessels of our squadron. With any luck we should suffer only minor rigging damage and be in a position to crush the enemy van . . .

(6) . . . the fury that would soon envelope the *BRENNUS* began at this time as unusual and unforeseen crack shooting by the English reduced us from a frigate to a sloop. The shooting on both sides was superb. The *HMS MERCIA* appeared to be out of action. Our center and rearmost vessels would have to become our van with the *BRENNUS* disabled as she was. Little or no advantage would be gained by maneuver; this action would be a "sailor's battle." I ordered the remainder of the squadron to support the flag and close quickly to bring a greater weight of fire upon the enemy . . .

(7) . . . Our squadron had to bring a maximum of fire onto the enemy quickly. The *HMS MERCIA* will have her "long bowls." The *JEAN BART*, acting as a reserve, could best be employed by running past the enemy van. Though she was poised to run through the enemy line, the enemy could bring too heavy a fire upon her. The *HMS DOLPHIN* received the brunt of our fire; she was the enemy flagship . . . the shambles on the *BRENNUS's* deck was incredible. We could only stand to our guns and hope for a chance to be at the enemy with pistol and cutlass . . .

(8) . . . the *DRAGONNE*, in an unforeseen set of circumstances, closed more rapidly than the *HMS SCEPTRE* expected. Citizen Ravanel is sufficiently recovered from his wounds to pen the following remarks of the most desperate battle on board the *DRAGONNE's* deck:

The *DRAGONNE* had been firing at the *MERCIA* for some time when suddenly the course of my vessel and the *SCEPTRE's* brought us gunwale to gunwale. Smart action on the part of my seamen quickly locked us together with grappling hooks. I hesitated but for a moment: shall we fire one partial broadside or shall the élan of our crew carry their vessel? A split of the crew would allow some partial gunfire yet any effort should be an all or nothing act with both of us so evenly matched; neither of our vessels had been damaged. Our crews quickly closed and the gods themselves had our fate entrusted to them. But I never doubted the outcome. How could the sweepings of a press gang stand up to French steel and a cry of 'Liberté, Egalité, Fraternité!'? In any event, we had the weight of numbers on our side."

I now had three vessels to face the enemy's two and

hoped to maximize this situation. The *HMS MERCIA* was too distant to actively affect the outcome of this battle.

The moment of decision had arrived. I ordered all vessels to close. My only reservation was concerning the *JEAN BART*. I desired her to keep her rigging from severe damage as she was the only vessel capable, without time consuming jury rigs, of sailing up wind. A potentially decimated crew of the *DRAGONNE* could need reinforcements. Also, I expected the enemy to continue downwind in an attempt to protect his van . . . The deck of the *BRENNUS* was a total wreck. Citizen Puységur was wounded but remained with me on the quarterdeck. The *BRENNUS* might be forced to strike, but to close for one last good blast of roundshot was our endeavor at this time. Perhaps the *HMS JAVELIN* could even be fouled and thereby held in place until the *HMS DOLPHIN* was forced to strike . . . The choice of chain on the *JEAN BART* weighed heavily on my mind at this time; but even in the final moments of battle it could still be to our advantage to slow the enemy . . .

(9) . . . At this moment victory seemed within our grasp, yet through some unthinking errors we almost allowed that grasp to weaken and fall away. The damage to the *BRENNUS* being what it was, most of the crew was posted as a boarding party when our vessel and the *HMS JAVELIN* had fouled. The decision to commit only part of the crew of the *BRENNUS* was based upon two factors. First, being badly damaged, we could have been forced to strike our flag. To damage the *HMS JAVELIN* with at least a partial broadside, part of the crew of the *BRENNUS* would remain at their guns. Secondly, our numerous and elite crew could have the larger portion of it used as an effective offensive boarding party. In other words, the *BRENNUS* could both fire and board in the same turn with its large crew. The enemy kept their entire crew at their guns so as to fire a devastating broadside against the *BRENNUS* and the *DRAGONNE*. When we miraculously survived their blast, however, we easily swept the enemy's deck and threw their *large* crew in the hold underguard.

With the enemy's flagship a shambles and two frigates taken, victory was ours. Herein lay my error. An order should have been given to maximize the gunfire brought to bear on the *HMS DOLPHIN*. While the *BRENNUS* was under command of Citizen Puységur, I had transferred the flag to the *HMS JAVELIN* and took personal command of the vessel as well. The next move of the enemy's flagship totally surprised me.

The melee that followed was furious and the desperate English all but retook the *HMS JAVELIN*. Had she been retaken and her crew released, the reinforcing transfer boarding party would have been overwhelmed and the *BRENNUS* taken. In retrospect, the splitting of the crew between the *BRENNUS* and the *JAVELIN* may have been an error. Certainly the poor tactical handling of the squadron in attempting to create a "killing ground" with the *HMS DOLPHIN* inside was a failure, especially in regards to the placement of the *JAVELIN* . . .

(10) . . . The party led by a wounded Citizen Puységur saved the day on the deck of the *HMS JAVELIN*. If the worst had transpired, a gunnery duel would have been our only alternative for our decimated crews. Possibly a transfer of crew from the *VENGEANCE* to the *JEAN BART* would have been correct.

In turn, the *JEAN BART* would have made its way to the *HMS SCEPTRE* and reinforced her crew . . . The *HMS MERCIA* managed to make St. Kitts. The Governor, upon learning the result of the day's action, quickly surrendered when summoned by the *JEAN BART* and we took possession of the town and citadel that evening.

In this case, however, it gains a solid benefit because the British player is tricked into dropping full sails. The French player chooses not to take advantage of his sudden superior mobility, however. If he had chosen to, he could have turned around and moved into the wind (moving R1R2 with all ships, for example) with perfect assurance that the British could not keep up. With this head start the French would be certain to get the weather gauge.

Don't either of these players *want* the weather gauge?

Turn 3

The Verdict of History:

"The British Admiral abided strictly by the restrictive 'Fighting Instructions' . . ." Idem.

Both sides continue to move downwind. Everybody wants the weather gauge, but nobody is willing to do anything about it.

This is the first turn of meaningful moves. The French notion of advancing one ship to provoke a reaction is good, but it was a mistake to send the *BRENNUS; BRENNUS* represents too much of the French strength to be risked as a gambit. Inevitably the rest of the fleet will have to reinforce her, and that will force the French to use one turn closing instead of maneuvering. In effect the French have "borrowed" a turn of maneuver that they had better pay back before combat starts.
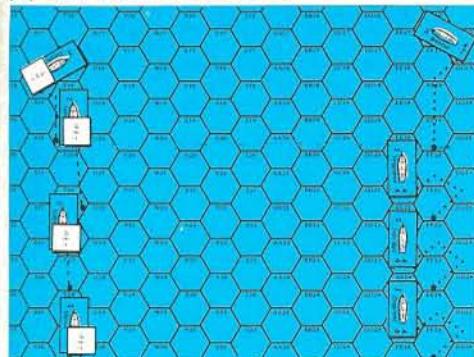
Turn 3: The French squadron again begins to close, but more cautiously this time. The British squadron opens its formation, hoping with this longer line to overlap the ends of the shorter French line with raking fire should they continue to close. The British decision to extend the line is questionable; it disperses the firepower of the line, and should the rear vessels lose rigging, they will be hard-pressed to catch up. The French placement of Brennus, the fastest ship in either squadron, constitutes a subtle threat to the British van. If Brennus were to race straight ahead, and the British continue their present slow pace, the lead British ship could be raked. If the English react by sailing ahead full tilt, and the French remain more or less in position, the English could end up to leeward of the French squadron. The French again make sail while the British end their turn by going to battle sail with the Javelin and Sceptre.

Distance is time. The stretching of the British line also curtails their maneuverability and reduces the concentration of their fire, but it also gains a solid benefit. British fire now covers a wider front, threatening to rake all along the line. The French will have to approach cautiously; they will not be able to "outflank" this extended line. The effect is to strengthen the British defensively while weakening their ability to maneuver exploitatively.

Is it my imagination, or are the British abiding by their historical "Fighting Instructions"?

Turn 4

The Verdict of History:

"The action developed as the French boldly prepared to break the British line. Unfortunately, "prepared was as far as they got." Idem.

The French use up a turn to concentrate, and they'll have to do it again next turn if they want to move their fleet as a unit.

This delay gives the British a turn or two of extra movement. The British might be able to turn the French "T"! The British, however, are not concentrated for maneuver, so necessarily their advance will have to be cautious—and slow.
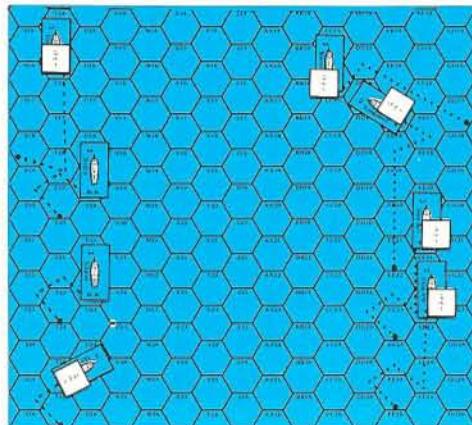
Turn 4: The British reacted to the *Brennus* threat by racing ahead with *Dolphin* to counter the possible rake, while following slowly with the rest of the squadron. This opens up the British formation even further. The French move is conservative, extending their line only slightly.

Turn 5

The Verdict of History:

" . . . The British were waiting for them. In an astounding turn of events a skipping roundshot from long range took away the French flagship's foremast. Suitably impressed, the French Admiral howled his defiance at the distant British, which was immediately answered by another long range shot that brought down his mainmast." Idem.

French move: The French concentrate and position themselves for maximum mobility against the British line, but they *offer* their "T" as a target! The British barely have to move to cross their T.

There are two advantages to crossing the enemy's T (or breaking his line): you get to rake the line, and you get to concentrate the fire of many ships while receiving the fire of only one. The skillful sidling of the *BRENNUS* avoids the rake, but the British can still concentrate three ships' fire for the price of receiving only one ship's return fire.

To make matters worse, the target is the *BRENNUS*—the most important ship on the board—and *BRENNUS* has full sails up, so it will take double rigging hits!

Interestingly, both sides are using linear tactics—the "Fighting Instructions"—and under linear tactics the defensive is much more powerful than the offensive. The French player has set up to make one of the approved linear attacks—breaking the enemy's line with your own line—but the fact that he had to offer his "T" in order to do it demonstrates why historical commanders usually did not make linear attacks at all, and why linear battles often ended as indecisive stalemates.

British move: The British advance as far as they are able, using their somewhat clumsy maneuverability in an attempt to pass the French van. *MERCIA* has gained the weather gauge and is sent off alone to harry the French rear; alone she will be useless until the main fleets have been chopped down a bit. She would have done better to reinforce the main fleet in the decisive action. Isolated ships are worthless against fleets. To make matters worse, she keeps full sails up but uses the extra mobility to make a straightforward approach, allowing the French a long distance rake with doubled rigging hits. The sideways shift was a waste of mobility; it would have been better to turn away from the rake (in either direction!) or even just drop full sails and make a straightforward advance.

Final positions and combat: The French T is crossed and the *BRENNUS* undergoes concentrated fire. Out of four die rolls, three sixes and a five are rolled (I want dice like that for Christmas!)

MERCIA loses its full sail capability and *BRENNUS* is rendered almost immobile. Since *BRENNUS* is the most powerful French ship and *MERCIA* is the weakest Britisher, this represents a major long-term advantage for the British. In the short term the advantage is reversed because *BRENNUS* is in the middle of the fighting, while *MERCIA* is isolated and is now likely to stay out of the decisive fighting. Remember, *BRENNUS* is crippled only in movement! She can still *fight* as well as any ship on the board. Her biggest disadvantage is that she will almost certainly never be able to catch up to a British ship and use her enormous crew for boarding.

With their sudden advantage, the British can follow any of three alternative plans. They can continue to press on, passing and crossing the French van and leaving the *BRENNUS* to be handled later; or they can turn around and fight their way upwind, secure in the knowledge that *BRENNUS* will never be able to follow them; or they can take advantage of the temporary disarray in the French position (the French will have to scramble for a turn or two to form a line of battle) to close in and try to finish off the *BRENNUS*. In the long run it would probably be best for them to draw away and provoke a battle that the *BRENNUS* cannot get to, but the temptation to close in for the kill while the French are off balance is very attractive . . .
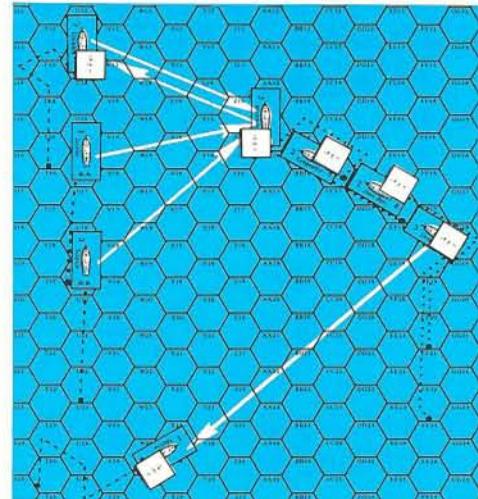
Turn 5: Mercia loses a rigging section to the long range rake from *Dragonne*, and is so far back as to be effectively out of the battle. The concentrated fire from the rest of the British line reduce *Brennus* to a tangle of wreckage aloft. (See Gunnery Tables) The advantage now lies with the British as almost 1/3 of the French strength is now immobile in the form of the *Brennus*. Seeing the results of their gunnery, the *Javelin & Sceptre* again raise full sails.

Turn 6

The Verdict of History:

" . . . as the French scrambled to form a new line the British closed in for the kill. A foremast and a mainmast do not a victory make, however . . ." Idem.

French move: The French scramble to form a line and protect the *Brennus*. A line of battle has two major advantages: each ship's guns can bear to fire, and the enemy's fire has to be dispersed among many ships (since each ship must fire at the nearest enemy). Since the crippled *BRENNUS* cannot move fast enough to keep its place in the van, the *VENGEANCE* must be brought up to take its place. Turn by turn the *BRENNUS* will fall back in the line, passed by the faster ships. Eventually it will not

THE ENGLISH LOG

In preparing for this action I analyzed the strengths and weaknesses of my opponent's vessels. The French carry larger crews, but lack the strong carronade broadsides of my own vessels. I intend to tread a fine line between exploiting my gunnery advantage and denying the French an opportunity to board. My basic strategy is to maintain my line while eschewing fancy maneuvers for maximum firepower.

Maintaining my line, in effect, gives the initiative to the French commander who has a reputation for aggressiveness. I hope to able to support any endangered ship without too much trouble. This is certainly a defensive strategy but one which is superior in the opening stage of battle. Once the enemy has closed, opportunities for maneuver will present themselves, but I intend my opponent to make the first commitment.

Many commanders tend to save initial broadsides. This is incompatible with my strategy. To effect the most damage as quickly as possible is the most important consideration. I will open combat as soon as effective fire can be delivered.

Eventually, I'll have to deal with the dangerous task of closing in. This will be the most dangerous aspect of my operation as I must avoid fouling and grappling with the enemy. Inherent in my defensive strategy is the use of battle sails. Full sails will be utilized only to camouflage my true intentions.

My firing priorities consist of concentrating fire on one vessel. This will serve to keep the distribution of hits less dispersed and eliminate a potential threat early in the game. Four lightly damaged vessels are more than a match for three unfired-upon enemy vessels.

(1) Our two squadrons sighted each other at close range. I could not afford to block the fields-of-fire of my ships which (would have) eliminated certain fancy maneuvers. As Admiral Pomponne is an aggressive commander, I maintained my line to see if he would close. A small movement forward would protect my van from being passed by the French . . .

(2) . . . As the French closed, it became prudent to drop full sails. I hoped to lure the French into a sense of false confidence by limiting my maneuvering. I thought the French would move in quickly. Our ships would fire at maximum range in hopes of reducing his rigging. A key element to our strategy is to begin action as soon as the enemy is in range, unless my squadron has an extremely poor shot . . .

(3) . . . At this stage of the action it was best to maintain position and determine if the French would close. The squadron opened the distance between the various vessels and prepared to cross the enemy's "T" . . .

(4) . . . As the French put up full sail the English squadron maintained position, thereby denying the enemy a rake on any part of my line. The *HMS MERCIA* was kept back in case it could cross his stern or return to the line if needed. As the *HMS DOLPHIN* was behind the *BRENNUS* my line could not head toward the enemy line without risking damage to our flagship. If the French had forged ahead further in line we would gain the windward on them. It would have been to our advantage to have a few rounds exchanged at long range. If the French were loaded with chain or doubleshot I would have secured an advantage with long range fire. At this time, the *HMS DOLPHIN* attempted to turn his van while the *HMS JAVELIN*

and *HMS SCEPTRE* closed and protected the stern of the *HMS DOLPHIN*. The *HMS DOLPHIN* would operate semi-independently . . .

(5) . . . The approach of my lead vessels continued conservatively. Taking a risk, the *HMS MERCIA* was ordered towards the enemy line in a rake position. It was hoped the French would continue his line forward on station with my own. If the rear ships of the enemy had remained back to deal with the weak *HMS MERCIA*, then I would have gained an advantage in the van. In any event, if the *HMS MERCIA* lost a mast she could serve as a screen for the remainder of my squadron. She was the most expendable of my fleet and only effective at close quarters . . .

(6) . . . British fire was concentrated on the *BRENNUS* to place her out of action early. The *HMS DOLPHIN* attempted to gain a position to rake the *BRENNUS*. The range was closed to draw fire to our hull and away from the rigging. This would allow us an edge in mobility as the *BRENNUS* was virtually stationary. The *HMS MERCIA* continued on in the hope of gaining long range rakes of the enemies rear . . .

(7) . . . So far in this action the firing had remained about even for both sides. No real decisive gains had been obtained for either side. I desired to close the range still further to use my carronades and also to protect myself from the threat of the *JEAN BART*, poised like an arrow, ready to rush through my line. By closing the range and lessening the distance between my vessels this threat was contained . . .

(8) . . . The issue was still in doubt. Both the *HMS DOLPHIN* and the *BRENNUS* will strike shortly. Possibly I should have transferred part of my crew to the *HMS JAVELIN*, but it was too late to rectify that error. As the *HMS DOLPHIN* would soon surrender it would be in a strategically favorable position with my vessels closer to the melee. Even if the *HMS SCEPTRE* struck, I was confident that I would be able to retake both my vessel and the *DRAGONNE*. The squadron was maneuvered to a position to rake both the bow and stern of the *DRAGONNE*. This would aid the fighting on board the *HMS SCEPTRE*. Though realizing that the *HMS JAVELIN* would quite possibly foul the *BRENNUS* in achieving a rake, I was committed to my course of action . . . On board the *HMS DOLPHIN* our desire was to inflict maximum damage before she was forced to strike . . .

(9) . . . To lose two vessels through poor gunnery and an unfortunate fouling was disastrous. The flagship, crippled but still fighting and surrounded by four enemy vessels, would continue the fight. I hoped and prayed to board the enemy if a chance appeared. Survival of *HMS DOLPHIN* was my only concern at the time . . .

(10) . . . A desperate fight on the decks of the *HMS JAVELIN* appeared to be in vain. Yet we struggled on before fate and weight of numbers overwhelmed us . . .

The court of inquiry held concerning Rear-Admiral Uhl's conduct at the battle of St. Kitts completely exonerated him of any misconduct. His sword was returned by Contre-Admiral Pomponne, and Rear-Admiral Uhl would later have a seagoing command in the Baltic.

be able to keep up, and either the line will halt or *BRENNUS* must be left behind.

The positioning of the *JEAN BART* to dash into the British line is interesting. If *JEAN BART* could manage to dart between two ships it could fire broadsides in both directions; if it collided with a ship it would at least force the diversion of British resources from other maneuvers. Unfortunately the cost would probably be the *JEAN BART*, since its green crew would be sitting ducks in a melee.

The threat does make an effective feint, however, and the British will be obliged to guard against it.

British move: The British decide to close in for the kill. They set up three ships to concentrate on the *BRENNUS*, one with a raking shot. Unfortunately, the advanced position of the *DOLPHIN* will make it hard for the British to extricate themselves from this battle. With their sixth move the British have really committed themselves to fighting it out here and now, which is a shame considering their superior mobility.

The problem with a shootout is that the British are certain to get hurt, too . . . and they will have only three ships in the battle to the French four.
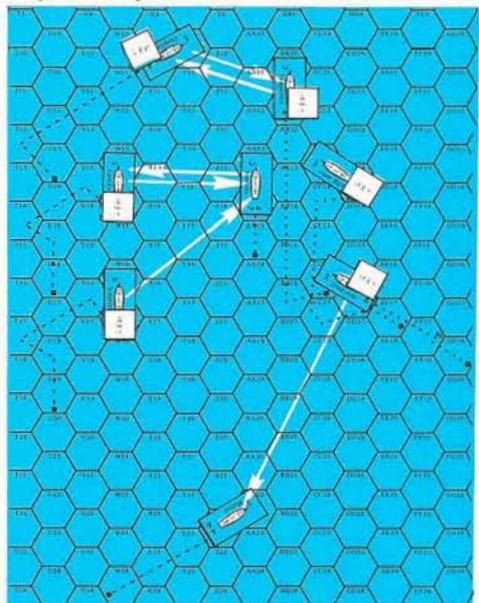
Turn 6: The British have discarded their maneuverability advantage and have closed in for a slugging match. Their current advantage of 3 ships to 2 will not last long. The battered *Brennus* can take a lot of punishment and next turn the British are likely to be facing 4 French vessels with only 3 of their own. As *Dolphin* has lost a rigging section in the gunfire exchange, it is probable that the chase is over and that the battle is about to begin in earnest. The *Dragonne*, having closed the action, drops full sail before coming under the guns of the enemy.

Final positions and combat: The advance of the *VENGEANCE* has robbed the *DOLPHIN* of the rake on *BRENNUS*; the French are already beginning to gain the benefits of reforming their line. Soon their awkward position will be corrected. (As the dice actually fell, the rake would have hit three hull and a gun square on *BRENNUS*). The French fire high against *MERCIA*, the better to keep her away from the fight, and the British try to immobilize the French van by striking at *VENGEANCE'* rigging. Otherwise, both sides switch to aiming at the enemy's hulls in the interests of ultimate destruction. The main fight is intensifying.

It is clear that with the rest of the French ships rapidly coming into line the British are going to have trouble concentrating on *BRENNUS* and finishing her off; *BRENNUS* took only three hull hits from two ships at the four-hex range. She could take that for three more turns before striking. The British have a hard decision to make: close for a quicker kill, or continue firing from medium range. They

cannot withdraw because they would have to leave *DOLPHIN* behind.
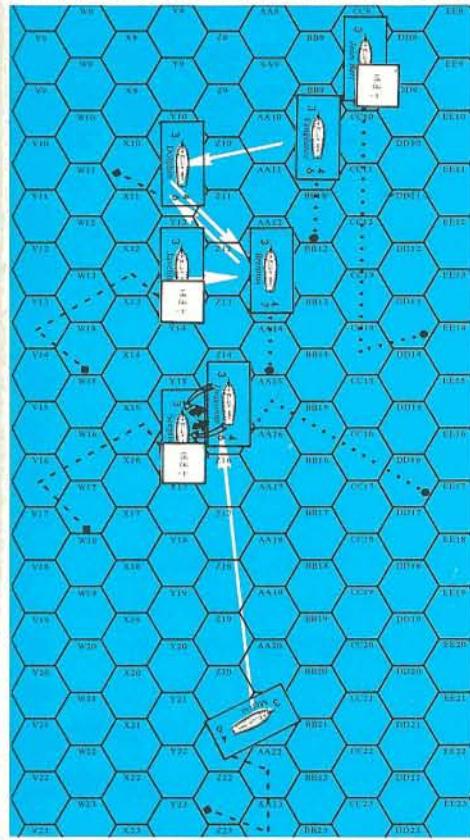
Turn 7

The Verdict of History:

"*Boldly and foolhardily the British closed to point-blank range. The opposing flagships were nearly blown out of the water, while upwind Gallic cheers announced that the French had succeeded in grappling a British ship . . .*" Idem.

French move: With *VENGEANCE* now slowed down, *JEAN BART* must take over the lead of the French column. This turn the French make an excellent move, forming their battle line with the *DRAGONNE* advanced to draw off any fire from the British rear. It is unfortunate that the crippled mobility of the *VENGEANCE* prevents a similar maneuver in the van; an advance is possible, but it would risk a close-range rake if the *DOLPHIN* moved perfectly.

British move: The British try to close and finish *BRENNUS* before it's too late. At least two ships should be able to fire at two hexes range, allowing the British to use their carronades.

The fleets are getting very close, however.

MERCIA remains out of it. For some reason the British player is not bringing her up as quickly as he could; she would drift as fast as she is sailing now!

Turn 7: The French failed to bring the *Jean Bart* into action, so the number of vessels in close combat is now even. Although the *Mercia* fires, even a rake cannot make her effective at that range. The condition of *Brennus* is negated by the equally sad shape of the *Dolphin.* The move of the *Dragonne* is the key. Both vessels throw their full crews into the melee. The melee aboard the *Sceptre* improves the French advantage in crew factors from the starting 8:7 to 6:3 after three rounds of melee. Unless something is done the crew of the *Dragonne* will overpower the *Sceptre* next turn. Although the French definitely have the advantage at this point, good English gunnery from carronade range could save the day for the British even now. At this point the *Javelin* drops full sails realizing that she is sure to come under fire next turn.

Final positions and combat: Contact! The British came too close, and *DRAGONNE* grapples *SCEPTRE.* The second-best ships in each fleet are locked in mortal melee—and both ships are relatively more important because they have been

ENGLISH SHIP'S LOG PAD

SHIP Dolphin **ID#** 1301
CREW Elite **CLASS**

TURN	LOAD L	LOAD R	MOVE	NOTES
1	R	R	2	dfs
2			R1L	fs
3			1R	
4			BBL3	
5		R	2R1L	
6		R	R4	dfs
7		R	L	
8		R	L D	
9			L1R G	*OBP-3* sec
10			0	

SHIP Sceptre **ID#** 1302
CREW Elite **CLASS**

TURN	LOAD L	LOAD R	MOVE	NOTES
1	R	R	2	dfs
2			R1L	fs
3			1	dfs
4			R1L	
5		R	3	fs
6		R	1R2L	fs
7			R2L G	*OBP-3* sec
8			0	
9			D	G
10			D	

SHIP Javelin **ID#** 1303
CREW Crack **CLASS**

TURN	LOAD L	LOAD R	MOVE	NOTES
1	R	R	2	dfs
2			R1L	fs
3			2	dfs
4			R1L	
5		R	3	fs
6		R	1R2L	
7		R	R2L	dfs
8			L	NBP
9			D	F DBP-2
10			0	

SHIP Mercia **ID#** 1304
CREW Aver **CLASS**

TURN	LOAD L	LOAD R	MOVE	NOTES
1	R	R	2	dfs
2			R1L	fs
3			0	
4			R1	
5			R1L2	dfs
6			3	
7	R		L1R	
8	R		L1R	
9	R		L1R	
10			L1R	

FRENCH SHIP'S LOG PAD

SHIP *Brennus* **ID#** *2401*
CREW *Elite* **CLASS**

TURN	LOAD L	LOAD R	MOVE	NOTES
1	R	R	L3R	
2			R2L	dfs
3			2L	fs
4			3R	
5	R		L2R	dfs
6	R		1	
7	R		1	
8		R	F	*OBP-2* sec
9			1 F	*G-TBP* sec
10			0	

SHIP *Vengeance* **ID#** *2301*
CREW *Crack* **CLASS**

TURN	LOAD L	LOAD R	MOVE	NOTES
1	R	R	L3R	
2			R2L	dfs
3			L1R	fs
4			3L1	
5			2	
6	R		R5	dfs
7	R		1	
8	R		1	
9	R		L1	
10			2	

SHIP *Jean Bart* **ID#** *2302*
CREW *Green* **CLASS**

TURN	LOAD L	LOAD R	MOVE	NOTES
1	C	C	L3R	
2			R2L	dfs
3			L1R	fs
4			R1L2	
5			2L2	
6			1R3L	
7			R5	
8			1L3	dfs
9	R		L1R	fs
10			1L	

SHIP *Dragonne* **ID#** *2303*
CREW *Elite* **CLASS**

TURN	LOAD L	LOAD R	MOVE	NOTES
1	R	R	L3R	
2			R2L	dfs
3			L1R	fs
4			R1L2	
5		R	4L	
6		R	1BB2	dfs
7			3R G	*OBP-3*
8			0	
9			D	
10			D	

MOVES

L	Left	D	Drift
R	Right	BW	Row Backwards
B	Backing Sails	RW	Rowing to maintain
0	No Movement		position

LOADING & FIRING

↗	Fired	R	Roundshot
		DS	Doubleshot
		C	Chainshot
		G	Grapeshot

NOTES

G	Grappled	A	Ordinary Anchor
Ⓖ	Ungrappled	AB	Anchor by Bow
o	Fouled	AS	Anchor by Stern
Ⓕ	Unfouled	o	Anchor Cut
		Ⓐ	Upanchor

left untouched by the battle so far. The melee is nearly even at the start, but the French add to their slight manpower advantage by rolling better dice. This is beginning to look like a critical defeat for the British.

Fortunately for the British their other two ships can still pound the *BRENNUS* which takes a beating. *BRENNUS* is left one good die roll away from striking (ah, me, think back to the rake that the *DOLPHIN* never got to make). The French concentrate their strength on *DOLPHIN*, which is

also one good broadside away from striking. If the French can sink *DOLPHIN* and capture *SCEPTRE* they can easily stand to lose *BRENNUS*.

It is a very even battle, with everything up in the air; the crisis is upon us.

Turn 8
The Verdict of History:

"Aboard *JAVELIN* the British officers were worried about all the French cheering.
'Sure is loud,' observed the First Mate.

'Is that fellow over there waving a wine bottle??' wondered the Second.

'Wonder how they can make so much noise," persisted the First.

At that moment the *JAVELIN* collided with *BRENNUS* in a tangle of ropes and braces. The noise swelled to a roar as hordes of cheering Frenchmen poured up from below decks and swarmed towards the English deck.

Unmoved, stalwart, the English Captain stared at the charging mass and uttered the classic words that will live forever on the tongues of military men:
'Oh-oh,' he said . . ." Idem.

French move: A strong move. Nobody can get up to help in the *DRAGONNE* melee, so the French player settles for concentrating a ring of fire around *DOLPHIN*. *DOLPHIN* for *BRENNUS* is an acceptable trade, as long as *DRAGONNE* captures *SCEPTRE*. In addition, by swinging *BRENNUS* forward the French player gets the chance of grappling and boarding *JAVELIN* if *BRENNUS* can survive just one more fire. With *BRENNUS* and *DOLPHIN* about to strike and *DRAGONNE* and *SCEPTRE* locked in a melee that could depopulate both ships, *JAVELIN* and *VENGEANCE* are becoming extremely important ships; even an outside chance of capturing one of them is worth taking, especially if it doesn't really cost anything.

British move: With *BRENNUS* and *DOLPHIN* about gone, the British player is concentrating on helping *SCEPTRE* in any way possible. The isolation of the *MERCIA* is vital now—all she can do is edge up and try for a crew hit at long range.
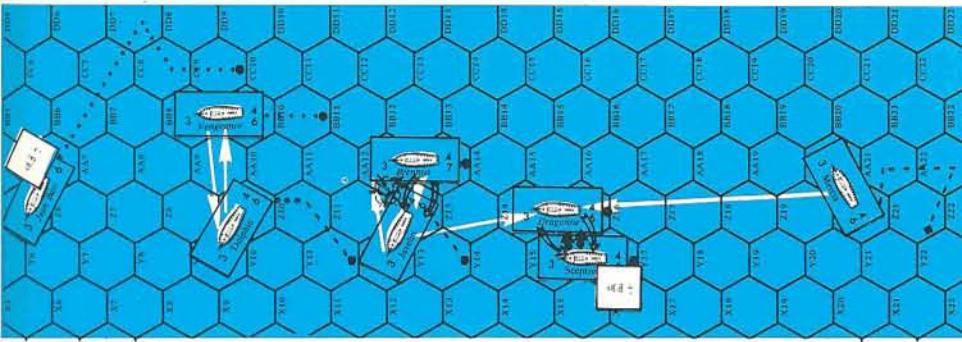
The best moves for *JAVELIN* and *DOLPHIN* are harder to pick out. The *SCEPTRE* melee, the French ships that are preparing to cross his van and concentrate against *DOLPHIN*, the devastated condition of *DOLPHIN* and the dangerous closeness of *BRENNUS*' elite crew are all threats that the British player has to counter.

His move—turning the two British frigates—is an ingenious attempt to solve all his problems at once. Assuming that the *BRENNUS* will continue its downwind path of the last few turns, both frigates will be in a position to grapple her at once for one grand melee with a British strength advantage. At the same time, *JAVELIN* will be able to fire broadsides in both directions at once, exerting maximum fire at both *DRAGONNE* (reducing her crew strength) and *BRENNUS* (with a 50% chance of forcing her to strike before melee). *DOLPHIN* stays upwind of the advancing French van, so it will probably be safe unless *BRENNUS*' crew stay at their guns and blow it out of the water—in which case *BRENNUS* will almost certainly fall to either boarding or fire. The British have many options of fire or boarding, depending basically on who grapples who. In any case, the British are assured of exerting maximum force against every ship.

. . . Except: the *DOLPHIN* must drift, out of range of *BRENNUS* and closer to the French van! And *BRENNUS* does not move as expected!

Anticipating these problems, a better move would have been to just advance *DOLPHIN* two and *JAVELIN* three. This abandons *SCEPTRE* to its fate, but it is *BRENNUS*-proof.

The best move of all would have been to leave *JAVELIN*'s sails up at the end of turn 7 and now move her 1R1R1 and *DOLPHIN* 1L (to avoid the collision). In the case where the French ships move downwind, *DOLPHIN* would take over the long-range rake on *DRAGONNE* and *JAVELIN* would still get to fire two broadsides—one a killing rake at *BRENNUS* and the other an initial close-range broadside at *VENGEANCE*. Other French moves decrease the effect—in the actual move *DOLPHIN* would have to fire at *BRENNUS* instead of *DRAGONNE*—but in any case the move is *BRENNUS*-proof and *BRENNUS* would probably

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DUEL OF THE GUNS

Turn	Attacker	Defender	Target	Table	Range	Results
5	Dolphin	Brennus	rigging	2	6	2R(4R) −1C
5	Javelin	Brennus	rigging	1	6	2R(4R)
5	Sceptre	Brennus	rigging	2	6	2R(4R) −1H
5	Brennus	Dolphin	rigging	2	6	2R(4R) −1H
5	Dragonne	Mercia	rigging	3 (rake)	10	3R(6R)
6	Sceptre	Brennus	hull	2	4	2H
6	Javelin	Brennus	hull	1	4	1H
6	Dolphin	Vengeance	rigging	3	3	3R(6R)
6	Dragonne	Mercia	rigging	2 (rake)	7	2R
6	Brennus	Javelin	hull	2	4	1R(2R) −2H
6	Vengeance	Dolphin	hull	3	3	1R(2R) −2H
7	Dolphin	Brennus	hull	4	2	1H − 1G − 1C
7	Javelin	Brennus	hull	4	2	3H − 1G
7	Mercia	Dragonne	rigging	2 (rake)	6	2R − 1H
7	Vengeance	Dolphin	hull	2	3	2H
7	Brennus	Dolphin	hull	4	2	2H − 1R − 1G
8	Dolphin	Vengeance	hull	4	2	3H − 1G
8	Javelin	Brennus	hull	5	1	2H − 2G
8	Javelin	Dragonne	hull	8 (rake)	2	4H−2G−1C−1R
8	Mercia	Dragonne	hull	1 (rake)	5	miss
8	Vengeance	Dolphin	hull	3	2	1H −1G
8	Brennus	Javelin	hull	2	1	2H
9	Mercia	Sceptre	hull	1	5	miss
9	Jean Bart	sea		fired to rid guns of chainshot		
9	Vengeance	Dolphin	hull	2	3	1G
10	Vengeance	Dolphin	hull	2	3	1G

The English rolled an average of 3.928 on the gunfire table while the French performance was 3.5. The English fired 14 times while the French, counting the abortive fire of the Jean Bart, fired but 11 rounds. Rigging hits in parenthesis are doubled due to target being under full sail at the time of attack.

THE MELEES:

Turn	Vessels involved	Crew number	Crew strength	Round	Die Roll
7	Sceptre vs Dragonne	7 vs 8	35 vs 40	1st	3 & 4
7	Sceptre vs Dragonne	6 vs 7	30 vs 35	2nd	6 & 2
7	Sceptre vs Dragonne	4 vs 7	20 vs 35	3rd	3 & 3
		3 vs 6 at end of Turn 7			
8	Sceptre vs Dragonne	3 vs 5	15 vs 25	1st	1 & 4
8	Sceptre vs Dragonne	2 vs 4	10 vs 20	2nd	1 & 4
8	Sceptre vs Dragonne	1 vs 3	5 vs 15	3rd	surrenders
8	Brennus vs Javelin	7 vs 0	35 vs 0	1st	surrenders
9	Dolphin vs Javelin	7 vs 7	35 vs 35	1st	4 & 4
9	Dolphin vs Javelin	6 vs 6	30 vs 30	2nd	2 & 5
9	Dolphin vs Javelin	6 vs 4	30 vs 20	3rd	1 & 4
		5 vs 2 at end of Turn 9			
10	Dolphin vs Javelin	5 vs 6	25 vs 30	1st	6 & 1
10	Dolphin vs Javelin	3 vs 6	15 vs 30	2nd	4 & 6
10	Dolphin vs Javelin	3 vs 5	15 vs 25	3rd	1 & 1
		1 vs 4			Dolphin Surrenders

The English rolled an average of 2.909 while the French rolled an average of 3.545. The French rolled the right numbers in the key spots; for example, the 3rd round on the 9th turn of the battle between the *Dolphin* and the *Javelin*. A 5 or a 6 roll by the French would have allowed the *Dolphin* to recapture the *Javelin*, free her crew, and probably take the *Brennus*. In any event, the French inflicted more losses in melee combat than the English. Sometimes a game between two evenly matched players is destined to resolve itself on a single roll of the die!

Turn 8: The *Brennus'* plotted move results in a collision but yields an unexpected bonus—she has fouled the *Javelin!* The *Javelin* might have saved the day for the British but her desperate die rolls fall short of the mark. The larboard broadside (an initial rake at a range of 2) at *Dragonne* failed to eliminate enough crew to alter the outcome of the melee aboard the *Sceptre. Javelin's* other broadside had a 50% chance

be forced to strike (grapplings and boardings between *VENGEANCE, JAVELIN* and *DOL-PHIN* are the only complications that could possibly save *BRENNUS*, and they would evolve into a whole 'nother game—but better for the British).

Incidently, I won't pretend I would have found that move during the game.

What actually happens is far worse.

Final positions and combat: Catastropne! Collision! As *JAVELIN* turns, it collides with *BRENNUS* and is fouled!

The British are paying for getting too close to the *BRENNUS*—it could never have caught a British ship, so the British ship had to come to it—and now the British player has to make a decision. As a result of a die roll (see Basic Game rule IV.C.2) the British ship occupies the collision hex, so only *JAVELIN* can fire on or melee *BRENNUS.* Three hull hits on the *BRENNUS* and she will strike—a 50% chance of victory if all sections stay at their guns. Any British DBP would be horribly outnumbered anyway . . . so the British elect to stand by their guns and deliver full broadsides both ways. Good choice, but good luck?

They lose. *JAVELIN* and *SCEPTRE* are lost to boarding in the same turn. *BRENNUS* survives, and *DOLPHIN* is one hull hit away from striking and is surrounded by enemies to boot.

Turn 9

The Verdict of History:

"Whether Admiral Pomponne's flight to the deck of the JAVELIN was prompted by enthusiasm or over-prudence has been the subject of heated political and scholarly arguments. The only certain thing is that the new French flagship had none of the French signal flags. Thus, whether from overenthusiasm at the moment of victory or from some other reason the French fleet was suddenly moving without its Admiral's careful direction . . . " Idem.

French move: Smelling decisive victory, the French cut all grapples and fouling and try to get

to eliminate the last 3 hull squares on the *Brennus* but came up one short. *Javelin* had no choice but to keep all hands at their guns. The ship would have stood no chance in a boarding action vs the huge elite crew of the *Brennus* which kept one section on board anyway to man the guns for a last volley against the *Javelin.* Both the *Sceptre* and the *Javelin* now fly the Fleur-de-Lis.

into position to dispatch the *DOLPHIN.* It looks like it is all over.

British move: But it's not! The British sidle back and the *JAVELIN* drifts down, and the British grapple for a desperate boarding action! An excellent move, the British player's only chance to survive—but he must roll a couple of ones. Victory here would bring the *JAVELIN* back into action at full strength, and with the French ships depopulated the whole floating mass of ships might be captured . . .

MERCIA continues to drift down pointlessly.

Final positions and combat: The British needed to be awfully lucky, and they weren't. In fact, nobody was: the fire all missed or hit nothing important.

The French, of course, hastily re-grapple *JAVELIN* and send over reinforcements.

Turn 10

The Verdict of History:

" . . . but a rescue party from BRENNUS arrived in the nick of time," Ibid., p. 291n.

French reinforcements from *BRENNUS* finally come into the action and in the end *DOLPHIN* is captured as well. The French rolled some very nice dice in all their melees.

Interestingly enough, they never did get the hull hit to finish *DOLPHIN.*

General critique: From the beginning of the game the British had an advantage in gunnery, the French an advantage in melee. In such a game mobility is of the greatest importance, since the commander who can maneuver as he wishes can force the battle to develop along the lines most advantageous to his side. Despite this, neither side made any real attempt to gain the weather gauge and the advantages that go with it.

In the battle the British gained a big edge in mobility when they crippled the *BRENNUS* at long range (something the French should never have allowed). The British reduced their combat power by sending off the *MERCIA*, however, and then compounded this error by getting involved in a

firefight with a powerful enemy they could have bypassed. The confusion in the French position offered an opportunity for a turn or two of favorable combat, but the British maneuvered so as to commit themselves to a long term slugging match. Finally the British risked too much and came too close to the French, and the fatal boarding actions began.

These are all strategic errors; on the tactical level, the technical play of the ships was generally superb on both sides. Both players skillfully avoided rakes and allocated their fire to best effect when each ship is studied individually; it is only in the coordination of combinations of ships that miscalculations were made.

With all of this, and despite the lopsided results, it was a surprisingly even game that really turned on a few crucial die rolls. The six rigging hits that crippled the *BRENNUS* should have been only three hits by probability; on the other hand, looking at all the broadsides fired at the *BRENNUS*, it should have struck on turn 8 with twelve hull hits before boarding. In both the *DRAGONNE* boarding and the second *JAVELIN* boarding the French and British started off about even in crew squares, and in both cases the French rolled very nice dice and won the melee and the ship.

And, finally, if on turn 8 the *BRENNUS* had been forced to occupy the collision hex the *DOLPHIN* could have fired its rear broadside at it. In that case the *BRENNUS* would certainly have struck and the *JAVELIN* would never have been lost at all.

A very close game. The bad positioning of the French fleet on turn 4 just about offset the British mistake in deciding to shoot it out at close range. Almost.
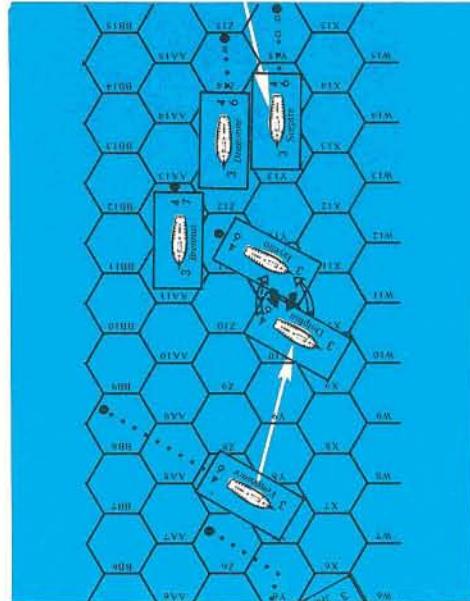
Turn 10: The TBP from the *Brennus* is enough to overwhelm the crew of the *Dolphin*, ending the melee and the battle.

"Admiral Uhl was later exonerated by a court-martial, although he did take to wearing a false beard whenever he went out on the streets of London. It was a matter of great jest among the officers who had sat on his 'court,' all of whom happened to be old friends and relatives. His next command was in the Baltic, in 1824.

On the other hand, French Admiral Pomponne was feted, celebrated and run out of France on suspicion of not being a truly Revolutionary naval officer. After all, who ever heard of a successful French naval officer once they purged the Aristocrats?"
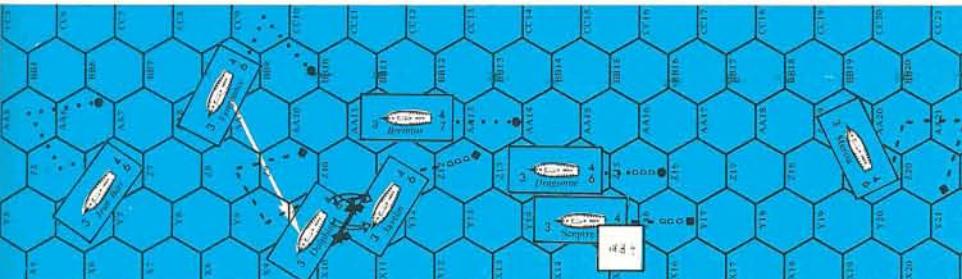
Turn 9: The battle is all but over. All that remains for the English is one last desperate gamble. The *Dolphin* turns to meet the drifting *Javelin*, grapples her, and boards with all available crew in an effort to

retake the ship and free her imprisoned crew. The *Brennus*, which had just unfouled, quickly regrapples the *Javelin* and sends over a transfer boarding party to reinforce the depleted French defenders.

good for $10 plus an Avalon Hill game of their choice. Ninth through 16th place will receive free AH games, while 17th through 32nd place will earn subscriptions to the *GENERAL*.

The AH CLASSIC 500 will utilize three judges in a seven-round, single elimination event with openings for 128 contestants. Play will be limited to *AFRIKA KORPS, STALINGRAD, WATERLOO, D-DAY, BULGE,* and *ALEXANDER*, but when opponents cannot agree on a choice, *AFRIKA KORPS* will be the default game. Players must come prepared with a list of games they'll play in order of preference. All such lists must include *AFRIKA KORPS*. Sides to be determined by die roll. All games will be played according to the latest edition of the rules.

Competition will begin early Friday evening and will continue for the survivors, until Sunday afternoon. Unfilled openings will be sold on a first-come, first-served basis. All 1st round games must be started by 11 AM Saturday. Pre-registrants will have their space saved for them until 11 AM Saturday. Those who do not appear by that time will have their spaces sold without refund.

Generally speaking, games can be started any time up until the deadline. There will not be any formal rounds—games will be begun as matchups become available so as to minimize the "dead time" between games and give everyone as much playing time as possible. Games which drag on are subject to adjudication by the officials. Pre-registrants should include on a separate piece of paper with their name and address their preferred games and the time they expect to arrive. While not required, if we know when to expect you, we'll have a better chance of arranging a matchup using your favorite game. $5.00 entry fee.

ALIEN SPACE: Sponsored and run by ATTACK WARGAMING ASSOCIATION. *ALIEN SPACE* is a Star Trek fleet type action between Federation and Klingon forces and their allies. Each contestant will receive a ship with specifications sheet and write up which is their's to keep. Games and other wargaming memorabilia will be awarded to the top 4 entrants. Alien allies will be allowed to change sides during the game. Victory conditions will be determined on the basis of number of ships destroyed and how long your ship remains in the game. ATTACK offers a $2 credit to anyone who can show proof of purchase of an *ALIEN SPACE* game from them during 1976. Entrants should bring a pencil with eraser. Pre-registration fee: $2.00; at the door: $3.00.

THIRD REICH: Sponsored and run by ATTACK WARGAMING ASSOCIATION. Each player will play one major power. Pre-registrants will be given priority in selecting countries. ATTACK will provide games as supplementary prizes through 4th place. $2.00 entry fee.

PANZER LEADER: Sponsored and run by INTEREST GROUP BALTIMORE. The macro-game has been scrapped in favor of specially designed scenarios which will stress individual efforts. Players may enter any or all of the three different fronts. Each "front" will have a capacity of up to 40 players. Entrants will play one game in each front they enter. Winners will be determined by points awarded for objectives gained or held based on the forces at their disposal. There will be prizes for the winner of each front plus an overall award for the top point getter of the tournament. $1.00 entry fee.

FOOTBALL STRATEGY: Sponsored by Avalon Hill. A seeded event with a maximum field of 64 players with 1 hour rounds. Among the participants will be Thomas Shaw, designer of the game, and Rich Chodnicki and Don Greenwood, past winners of the Avalon Hill Football League Super Bowl. Prizes awarded to the top 4 places.

RICHTHOFEN'S WAR DEMOLITION DERBY: Sponsored by IGB and judged by Randall Reed—designer of the game. Entrants will be divided into teams of 3 and loosed on a board from which there is no escape against a similarly matched team. Only 1 team may survive and only those members of the team not shot down may move into the next round. Pilots will be given credit for kills gained along the way and may gain ace status as they progress. Survivors will be put into a force pool from which new teams will be selected; those with the most credited kills being put on the same team. Thus, a player who flys only to survive rather than attack will be stacking the odds against himself. When the field has been reduced to 6 pilots a true demolition derby will commence with the last man flying proclaimed the winner. All those in the final heat will be awarded prizes. $1.00 entry fee. Open and Pre-Registration.

KINGMAKER: Sponsored by INTEREST GROUP BALTIMORE and judged by Mick Uhl, the AH Developer for *KINGMAKER*. A maximum of three rounds will be played; each of which will be three hours in length. The tournament will be conducted in a single elimination format with top finishers in each game advancing to the next round. Each winner will be determined by either the successful accomplishment of the Victory Conditions or his Parliamentary strength if there is no winner at the end of the round. All basic, optional and the King's Pardon rules except "Optional Trade" will be used. If less than 37 players are enrolled—play will be limited to 2 rounds with the winner of each game advancing to the final round. $1.00 entry fee.

MANASSAS: Sponsored and run by the American Wargaming Association. This game won the Charles Roberts Award last year for best amateur game of 1974 and is now being published by GDW. Play will be conducted by single elimination among a maximum field of 16 participants. The top five competitors will receive GDW games. $1.00 entry fee.

NUCLEAR WAR: Sponsored and run by Flying Buffalo, Inc. this popular card game returns from the grave and is now being produced by FBI. An easily learned, multi-player game—NUCLEAR WAR is sure to entertain all after a very short period of indoctrination. Play will be by "survival" elimination and take place in 1 hour rounds. Two rounds should suffice to come up with a winner. Free games will go to the top 5 places. $2.00 entry fee.

TOBRUK: The *TOBRUK* tournament will be a multi-scenario, single elimination tournament limited to a maximum of 64 players. There will be four balanced scenarios created for the tournament by Randall C. Reed. Individual competitors decide what scenario to play each round. Each scenario has victory points that players earn, the winner being the one with the most points. Players are expected to know all but the Experimental Rules. Scenarios will be 20 turns long with a 45 minute time limit each round. Scenarios are in Firefight form with tank

vs tank, personnel vs personnel, and personnel vs AFV combat. $1.00 entry fee.

AIR FORCE: Battleline Publications sponsors this tournament based on their newest offering. The game is a plane vs plane confrontation set in Europe during WWII. Play will be single elimination in 90 minute rounds. A $75 first prize and $25 second prize supplement the customary plaque for the winner. $1.00 entry fee.

ARMOR MINIATURES: Sponsored by GHQ Micro Armor and run by Interest Group Baltimore. Jim Rumpf and Bill Alpert return to handle an enlarged field of 16 teams. Each team must be composed of 3 individuals. One team member should be designated the captain and it is under his name that the team will be paid for and reserved. Individuals wishing to take part in the armor miniatures should *not* pre-register but should sign up in person at the tournament HQ and in that manner be assigned to a team of individuals in a like situation. Play will be single elimination in 4 hour rounds with one hour rest breaks. To facilitate play, note the following:

A.)TRACTICS rules will be used with minor modifications. These changes will be posted in the playing area and will be explained at two orientation briefings to be given at Levering Hall in the Little Theatre 9 PM Friday and 9 AM Saturday.

B.) It is suggested that all players be familiar with: direct vehicle to vehicle fire; artillery fire, indirect, blind, pre-registered and recon fires; use of smoke; and armor tactical doctrine. It is also suggested that each participant bring a 9 ft tape measure, pair of dividers, paper and pencil. Time limits for movement and assignment of fire must be strictly enforced. Each team will be provided with vehicle spec sheets, info on specific weapons if available, and other pertinent information prior to the start of each scenario in the form of a briefing folder.

Besides the actual plaque there will be a large trophy for best tactician and $100 worth of GHQ micro-armor for the top two teams. $6.00 entry fee per team.

WOODEN SHIPS & IRON MEN: Sponsored and run by IGB. Each player will maneuver two to six ships in single elimination, 90 minute rounds. Play is quick and simple in this game of ship-to-ship action in the days of fighting sail. There is no limit to the number of entries, but first round "byes" will go only to those who are pre-registered. Play will end Saturday evening. $1.00 entry fee.

BATTLE STATIONS: WWII naval miniatures will be sponsored and run by Damian Housman Associates. Play will be based on the new miniatures rules of the same name. Entry will be limited to teams of 5. Each team will maneuver 5 destroyers; each player in command of 1 ship. Teams composed of fewer than 5 individuals will be accepted but will play under a handicap as all moves are timed. As was the case with armor miniatures, pre-registration is limited to team entries only which will be reserved under the name of a team captain. Individuals seeking teammates will have to register at tournament headquarters the day of the event.

Play will be single elimination with each winning team advancing to a new scenario. All players will be allowed to keep their ships—very attractive 1:2400 metal replicas by C.-in-C. The winning team will split a $50 first prize and 5 Battle Stations games. The second place team will receive $25. $15.00 team entry fee.

BACKGAMMON: Sponsored and run by IGB. The game of Kings will be monitored by IGB Vice President Neil Topolnicki with all players engaging in three 1 hour rounds and the winner being he with the most total points. $1.00 entry fee.

DIPLOMACY: ORIGINS II will also be the site of Diplocon IX and all the prime movers in *DIPLOMACY* circles are expected to attend. This will be a two day affair run under the auspices of the International Diplomacy Association and sponsored by Games Research, Inc. IDA president Edi Birsan will officiate.

Play is not elimination oriented and players may play in both rounds regardless of their showing. Seven plaques will be given for best performance with each country. These honors can be won for play in either round. Players need not participate in both the Saturday and Sunday rounds but the overall winner will be determined on the basis of performance over both rounds. $2.00 entry fee.

TACTICAL SHOOTOUT: Sponsored and run by SPI. This is a single elimination event utilizing two hour rounds in games of *SNIPER* and *PATROL*. *PATROL* will be the game utilized in the finals. Maximum field of 64 entrants with an entry fee of $1.00.

19th CENTURY BATTLE GAME TOURNAMENT: Sponsored and run by SPI. Play will be limited to a field of 64 entrants utilizing the games *CHICKAMAUGA* and *WAGRAM*. Other games which normally accompany these two in the SPI Quad system will *not* be used in the tournament. Play will be single elimination with the final round game to be *CHICKAMAUGA*. $1.00 entry fee.

20th CENTURY BATTLE GAME TOURNAMENT: Sponsored and run by SPI. Play will be limited to a field of 64 entrants utilizing the games *ARNHEM* and *WURZBURG*. Play will be single elimination with *ARNHEM* used as the final round game. $1.00 entry fee.

DUNGEONS & DRAGONS: TSR returns with D&D creator Gary Gygax and seven others to host eight tours through the famous Lake Geneva dungeons. Each "trip" through the dungeons will accommodate a group of 12 adventurers in four hour rounds. The top survivors in each round will receive credit slips for TSR products. A demonstration game of D&D will be held Friday evening and hosted by Gary Gygax himself to introduce new people into the fantasy scene. Players may enter only one dungeon trip. $1.00 entry fee.

FIGHT IN THE SKIES: TSR sponsors this popular WWI aerial combat game. The tournament will consist of two flights, each flight taking approximately 2 hours. Mike Carr, designer of the game, will be the official. Entrants are limited to a maximum field of 16. $1.00 entry fee.

For those who are not competition minded, ORIGINS II will feature a number of seminars. The International Diplomacy Association will sponsor a *DIPLOMACY* seminar in conjunction with Diplocon IX on Saturday morning prior to the *DIPLOMACY* tournament. Early indications are that speakers will include Walter Buchan-

The RUSSIAN CAMPAIGN

At last Avalon Hill returns its attention to the Eastern Front with an extended and improved edition of Jedco's *The RUSSIAN CAMPAIGN*. Not just another *STALINGRAD*, The *RUSSIAN CAMPAIGN* depicts the struggle on the Eastern Front from start to finish in a corps level game with each turn equal to two months of real time. If German panzers don't take the Kremlin by 1942, odds are high that T-34s will roll into Berlin in 1945. Like *STALINGRAD*, The *RUSSIAN CAMPAIGN* is a fine *game*, but unlike the former, it is also an exacting *simulation*. In *The RUSSIAN CAMPAIGN*, the German blitzkrieg usually consumes vast amounts of territory and Russian troops before coming to a screeching halt at the hands of the Russian winter—usually at the very gates of Moscow. Token Russian armored forces can only delay—not stop the German offensive in its tracks, and it is a worn out Red Army that faces the German invaders as the weather lends a welcome hand and slows down the onslaught with first mud and then snow. 1942 then becomes the year of decision. Denied a knockout blow in the opening rounds, the German must begin anew against a replenished Russian army. Failure this year will probably cost the German any remaining chance of victory barring an incredibly maimed Red Army. As the game continues, attrition takes its toll and the Germans must try to settle for a tie and endeavor to stop the Russian juggernaut they've aroused.

All of which is not to say that the results are predetermined. It is still first and foremost a game with a startling ability to turn the tables when all hope is seemingly lost. Time and again during our playtesting we found one player or the other wringing his hands and ready to throw in the towel. But more often than not his tune changed shortly after the weather and he went on to record a victory.

Another aspect of *The RUSSIAN CAMPAIGN* is that it is probably the best game we've ever made for play-by-mail enthusiasts. The double-impulse system provides a high frequency of action with a minimum of time delay and letter exchanges. PBM play is further enhanced by the inclusion of grid co-ordinates within each hex à la *WS & IM* or *CAESAR's LEGIONS*.

RUSSIAN CAMPAIGN comes boxed complete with a 22" x 28" mounted, full color mapboard, die-cut counters, OB charts, and comprehensive rulebook, and includes the following playing features:

* Enlarged hexes for greater ease of handling
* Double-impulse movement
* Sea movement, invasions, and evacuations rules for use in the Black Sea and Baltic Sea
* Partisans
* Comprehensive weather rules
* Provisions for German air superiority
* Russian paratroop capacity
* Russian industry and Murmansk Convoy influences on the Russian replacement rate
* Realistic limitations on rail movement
* Five additional scenarios as short playing time alternatives to the Campaign Game

High Water Mark   Battles for the Ukraine
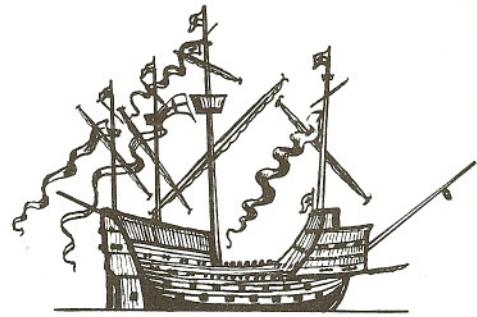Stalingrad   Race for Berlin
Kursk

RUSSIAN CAMPAIGN is available only via mail order direct from Avalon Hill for $9.00 plus the usual postage charges. *RUSSIAN CAMPAIGN* is rated Intermediate II on the Avalon Hill complexity scale.

Maryland residents add 4% State Sales Tax.

King maker

WHAT OTHERS HAVE SAID ABOUT KINGMAKER . . .

"KINGMAKER, a multi-player, quasi-historical, diplomatic simulation of the War of the Roses, is, far and away, the best game of its kind ever produced and easily the most enthralling, engrossing, and habit-forming item since DIPLOMACY first appeared over 15 years ago." . . . KOMMANDEUR . . . Vol. 10, No. 2

" . . . KINGMAKER . . . will sweep the wargaming world just like the plague that is such a recurrent feature in the game. If you want to laugh, have a good time, but at the same time enjoy a demanding contest, look no further." . . . EUROPA . . . #6

"Exciting, surprisingly well-balanced, and infused with just the right element of chance, KINGMAKER provides the players with a rare glimpse into a fascinating world of military strategy and double-dealing diplomacy." . . . S&T . . . #52

" . . . probably the best multi-player board game I've ever seen. Players will get a great amount of enjoyment just from making tactical decisions or even moving—it is so full of color, that you almost feel that you're actually there. The variety of opening set ups and play strategies is tremendous. I doubt you will tire of playing KINGMAKER very quickly, and who knows, you might even learn a little bit about English history while you're having so much fun." . . . MIDWEST GAMING REVIEW . . . #16

And that's only the unimproved first edition!!!

Set in the midst of a chaotic English civil war (1450-1485), KINGMAKER will astound you with its opportunity for diplomacy, fast moving play, simple mechanics, involved strategies, and sudden turns of fortune. Not a wargame in the classic mold, KINGMAKER is a game the entire family can enjoy—especially those who relish the role of the underdog and combining forces against the leader, be he Lancastrian or Yorkist.

Each player is dealt a number of cards which comprise his faction of nobles with an inherent combat strength in supporting men-at-arms. These forces are increased when drawing cards conveying possession of key fortified towns, fleets, companies of mercenary soldiers, support of bishops, and titles which increase a noble's inherent following. Players then maneuver their forces in such a way as to capture the 7 members of the royal families eligible to be proclaimed King (or Queen in the case of Margaret of Anjou). The faction which crowns the last surviving royal piece is declared the winner.

But gaining such supremacy is not an easy task. Storms at sea can force landings on hostile shores while bad weather will delay even the most overwhelming attack. Piracy, peasant revolts, and summons from the King will break an otherwise impenetrable siege while plague wipes out whole factions in a single blow. And he who becomes too powerful too soon ensures the wrath and alliance of his adversaries. But angereth not the King, nor in his absence the Chancellor of England, for he who summons parliament dispenses offices and titles of untold power. Nor dismiss the clergy . . . for want of their support can prevent coronation of any pretender to the throne. Do not despair in your quest for the throne—even the smallest faction can gain power through ruthless guile. Be ye the feared Constable of the Tower of London or merely the Steward of the Royal Household, chances for all encompassing victory or defeat abound.

The game comes complete with a full color mapboard, die-cut counters, 80 Crown cards, 90 Event cards, and an instruction manual containing a historical synopsis of the period. The flower of English knighthood awaits, ready to rally to your banner, depose the idiot King Henry and restore the crown to its rightful place. For 2 to 6 players, KINGMAKER is rated "Intermediate I" on the Avalon Hill Complexity scale and sells for $10.00.

Maryland residents add 4% State Sales Tax.

A WORD TO PREVIOUS PLAYERS OF KINGMAKER . . .

Those who have seen the English version of the game will readily admit that it is a beautiful game. However, although we in no way wish to demean Philmar's first edition of the game, it can't hold a candle to the American version.

Never have we put out such an exciting graphics package. Consider the following major changes and you will soon be ordering your second KINGMAKER game!

* The Event Card deck has been expanded from 80 to 90 cards which call for more revolts, plagues, etc. as well as disbanding mercenaries, and calling for immediate sessions of parliament.
* Expansion of the Crown Deck from 72 to 80 cards including the introduction of two new nobles, new offices, ships, and French intervention by Louis XI.
* Graphically illustrated, four-color Crown cards with a more utilitarian layout for greater ease of play.
* An Americanized mapboard which eliminates all the prior ambiguities and adds four new castles plus Ireland, Scotland, and more of Continental Europe as places of refuge.
* A grid location and city index reference source.
* A completely new advanced Game including a sophisticated combat system, writ cards used as commissions to other nobles, ambush, and special parliament rules allowing each player to vote on the awarding of offices according to their holdings.
* Reduced price!! KINGMAKER originally sold for $12.00.
* Faction counters to clearly show who controls captured towns, etc.
* Fully clarified and illustrated rules and historical background data.

English designer Andrew McNeil and AH developer Mick Uhl have worked hand-in-hand to provide you with the ultimate in a wargame experience. Don't miss the A.H. version!!

Be a King maker

Illustrations are reduced—not actual component size.
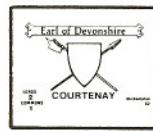
Dear Sir:

It isn't often that one finds a game which so thoroughly simulates reality that merely studying its rules can make the player a better tactician than were the real commanders; but *TOBRUK* comes very close to this ideal. True, the games analyst has the advantage of hindsight, and can examine at leisure what the actual participants hardly had time to notice; but many games analysts don't do that. They prefer instead to design games that bring about the same results as the actual battles.

That latter course works only so long as in the actual battle both sides used optimum tactics. When the outcome was largely dependent on one side using the *wrong* tactics, "actual outcome" wargames tend to be terribly frustrating.

TOBRUK suffers from none of this. With naive players *TOBRUK* is fun and instructive. It is even more fun when you as German run up against an opponent skilled in wargames but unfamiliar with the actualities of the Desert War. For the first time in many years I find my military history really helps in playing a wargame—one reason why *TOBRUK* is rapidly becoming a favorite. Alas, though, my usual opponents have taken to studying some WWII North African Campaign history, and victories are no longer so simple.

Although the British invented armor and their best military minds—Liddell Hart and JFC Fuller—were giants in development of the theory of armored engagements, the British commanders in North Africa suffered from incredible tactical ignorance. They hadn't read their own textbooks. British readers need not be unduly ashamed, though; US armored tacticians made the same mistakes all through the war. As late as 1945 it was sound US doctrine that "the best defense against a tank is another tank," and indeed there are still advocates of this view today. Of course it wasn't true in WWII, and it's unlikely to be true now. Those may be debatable points, but this one is not: in the Desert War, it was most certainly *not* the case that the best defense against a tank was another tank. Tank-to-tank engagements were an insane waste of good armor.

Allied logistic supremacy tended to obscure this basic truth; and in a grand strategic sense, tank-to-tank fights may have been proper for the Allies, in the same sense that war of attrition may have been the best possible strategy for the Union in the War Between the States. In a military contest one must often work with what one has, not with what one should have; there may be no time to retrain the troops, retool the factories, and reorganize the forces. Thus strategic reality may be different from tactical reality; but this should not stop military theorists from looking for optimum doctrines within the tactical framework. Winning tactics are not always optimum tactics; they may be wasteful of men and material.

The beauty of *TOBRUK* is that it illustrates all this. If the British player in *TOBRUK* employs the then-current British armored engagement doctrines and troop organizations, the game recreates actual battles with amazing faithfulness. If, on the other hand, the British player adopts optimum armored tactics, the results are remarkably different. I cannot praise *TOBRUK* too highly as a good introduction to the theory of armor tactics. It should become required practice for officers before they are promoted to command of any unit larger than a battalion.

It is traditional to call infantry the "Queen of Battle." Tankers have different views. If, however, we examine the medical statistics of WWII we find that neither was decisive. The decisive arm in WWII, as in Napoleonic times before the Civil War era, was artillery. This simple truism was greatly obscured in WWII by the spectacular victories of the German panzers. Manstein's plan and Guderian's execution brought a decisiveness to war that many thought had been lost forever. (Recall Churchill's fatuous remarks about the German offensive in France inevitably being halted because they would have to wait for the infantry to move up.) Because armor had won some of the greatest victories in history, it was instantly concluded that armor was the key to everything. Few analysts bothered to ask *how* armor had won.

Had they, things would have been clearer. Armor wins by *indirect* means. Guderian was able to punch through the Allied defenses, get into rear areas, and there disrupt the Allied armies. Units and men were not killed, they were disorganized, demoralized, and left bereft of supplies. Armor does not so much kill as capture. (I speak here of war on a grand scale in comparatively open country; obviously there are exceptions.) It is the *mobility* rather than the firepower that made *blitzkrieg*, briefly, a new kind of war.

German theorists understood this. British did not. Again there were exceptions: Fuller and Liddell Hart vainly tried to explain what had happened in France and what would happen elsewhere; but in the main the British Army establishment did not understand. Neither, incidentally, did many American generals. Of course the Americans didn't have to. We had Detroit. We had a population of over 140 million. We could always smother our enemies, and eventually this is what we did.

In North Africa things were different. British supply lines were long and unsafe, and complicated by administrative decisions made in London. British commanders could not rely on continual reinforcements. Neither could the Germans, but there was this difference: Rommel understood what he was doing. The result was a spectacular string of victories brought to a halt by a failure of logistics.

German tactical doctrine in North Africa was almost precisely the opposite of British. German panzer units were *combined arms* forces; and the artillery was given its proper role in battle. Except in very unusual circumstances dictated by dire strategic necessity, German armor was never sent forward into tank-to-tank battles. It had a different role: to protect German (and Italian) artillery from British infantry, and to exploit penetrations of British positions. It disorganized, disrupted, pursued, and cut off; it ran roughshod over undefended infantry; it demolished headquarters, supply parks, and lines of communication; but it did not go directly into engagements until other work had been done.

The British never did seem to catch on. They would often send armor forward to attack German defensive positions. They were often suckered into meeting engagements with what they thought to be German armor units—only to find they had run into a combined arms force protected by artillery. The results were horrible from the British view.

The Germans almost never attacked without bringing up anti-tank guns *with the armored force;* the British almost never used a-t guns except in defense. The result was that German armor could and did by-pass British guns, while British armor generally engaged nothing *but* German a-t guns. The results, as I said, were horrible.

You can play that way in *Tobruk.* If you do, you get the actual results. You can go the other way: find a naive German player who does not organize his forces properly, and give the British tactics as actually employed by Rommel. The results are interesting: British spectacular victories.

Finally, both sides can employ sound tactics, with very interesting results: indecisive engagements, or decisions due to attrition. Of course *TOBRUK* operates on too small a scale to show what might have happened in North Africa had the British listened to their best theorists; but from the results of the minor engagements modelled in *TOBRUK* one gets a highly instructive lesson.

Of course the game is complex. It takes a while to learn it. That should surprise no one, because war is a complicated operation, made possible only by the development of staffs and paperwork and recordkeeping. No actual troop commander is required not only to keep track of what his forces are doing, but the mechanics of how it is done; something inescapable in war games. In fact, the best military theorists are those who succeed in boiling the complexities of war down to few enough rules and doctrines to be comprehensible to a single mind under great time pressure: something that once again *TOBRUK* can help with.

The best way to play *TOBRUK* is to find a "professional referee"—there are not many, but there are good players who prefer to be gamesmasters rather than players, and who study the intricate complexities of the rules. You, as player, are then free to learn the *effects* of the rules, but ignore their mechanics. You may concentrate on doctrines and tactics; and you may play the game under tight time limits. If you do, you will come about as close to reality as is possible in inexpensive board gaming; and you will learn a very great deal about armored war. You may have a few minor quibbles about certain rules, but minor they are; the overall effect is entirely realistic.

No war game can make a troop commander. Leadership cannot be taught by pushing bits of cardboard around a table, nor yet by the most complex computer simulations; and the ability to

get men to follow up a hill, or hang on when all hope is lost, or work through the night repairing unrepairable weapons, is often decisive. Leadership abilities are, I think, now sadly neglected in our "modern professional" army. In my judgment the US military has become far too dependent on mere technical and theoretical expertise. This does not mean, though, that tactical theory can be ignored, and *that* can be learned from the best kind of games—games like *TOBRUK*.

J.E. Pournelle, Ph.D.
Studio City, CA

★★★★★

Dear Sir,

The introduction of *TOBRUK* to the AH line of games was, in my eyes at least, a fine step forward. Its combination of miniaturization and down-to-earth tactics has effectively reached a state of realism that few other games can touch. Nevertheless, it, too, has a fairly serious drawback that "dirties" an otherwise immaculate game system, ie.,—the inordinate number of die rolls required for hitting a target. The following short explanation and table may help Tobrukers decrease the amount of rolls without seriously affecting the outcome of the game.

In this system the players very simply determine the Hit Probability and roll *once* then cross index the result on the table below:

Hit Probability Number

Die Roll	2	3	4	5	6	7	8	9	10	11	12
1	1	1	1	.9	.8	.7	.5	.4	.3	.2	.1
2	1	1	.9	.8	.7	.6	.4	.3	.2	.1	0
3	1	.9	.8	.7	.6	.4	.3	.2	0	0	0
4	1	.9	.8	.7	.6	.4	.2	.1	0	0	0
5	1	1	.8	.7	.6	.5	.4	.1	0	0	0
6	1	.9	.8	.7	.6	.5	.3	.1	0	0	0

The number obtained from the table is multiplied by the number of shots fired, the result rounded down, thus obtaining the number of hits. Play then proceeds normally.

The table is quite simply a listing of the probabilities of rolling the HPN or higher number on the basis of ten rolls. The variations (primarily 1s and 6s) allow for the luck factor. It may be best to use this system only when the number of die rolls exceeds three which will allow for improved statistical application but still significantly decrease those tedious die rolls.

This system should greatly speed up the Tobruk game system and, I hope, the enjoyment of an already "classic" game.

Jeffrey M. Bishop
Austin, Texas

Ed. Note: A similar procedure was suggested during play testing. The drawback is that it becomes less accurate at the longer ranges and can't be used with many of the optional rules. The difference between many weapons becomes non-existent and some of the conversions become downright weird; i.e., on a HPN of '12', the chance of a hit becomes a constant 0, at '8' it becomes .167, at 7 it becomes an automatic '1' for ROF = 3 and '0' for ROF less than 3.

★★★★★

Dear Sir:

In "The Fallacy of Panzerbush" (Jul-Aug 75 *General*) LT. Harmon has exaggerated the difficulty of firing on moving targets. He has examined the hardware, but doesn't know the procedures. Direct fire with controls on opposite sides of an artillery piece *does not* require the ludicrous picture which Harmon implies, in which the gunner scurries from side to side setting deflection and elevation. The solution to the direct fire problem is crew drill.

In direct fire with a U.S. howitzer section, the chief of section estimates range (aided by a premade range card) and announces leads and new targets. The gunner looks through the sight and cranks one (count it, one) handwheel to keep the piece on target. The assistant gunner either sets an elevation announced by the chief, or (on all modern U.S. pieces) looks through a special

direct-fire telescope with range graduations only, and cranks one handwheel to keep the correct elevation. As long as he has the correct elevation he announces "set." When the gunner has the right deflection he, in turn, orders "fire." Upon which command the number one man pulls the lanyard.

Thus, a direct fire mission would sound like: Target, 2 o'clock, range 800, tanks, fire at will! Set-set-set-Fire! BANG lead 5 mils set-set-set-Fire! BANG Range 600 set-set-set-Fire! BANG—set-set-Fire! BANG set—range 500—set-set-set-Fire! BANG. He's burning! Target, middle tank! Range 600! Fire at will! . . .

It should be safe to say that WWII medium anti-tank guns were used with similar procedures. And I don't see why Harmon forbids tank destroyers/SP guns from using opportunity fire when he permits *towed* A class weapons to use Op Fire. Note also that many guns (more as we move back toward 1900) were equipped with *range drums*, that is, their elevation was read as range. This is convenient for direct fire, although for indirect fire differences in height of target had to be introduced as compensatory range.

Ian L. Straus
1LT, FA

★★★★★

Dear Sir:

In your quest for a suitable format in expanding The General trials with Series Replay, arrayed articles, and recently a variant game have met with some success. The degree of success in each case has been vividly realized by the questionaire—correspondence of the readership.

I suggest that an additional expansion of Design Analysis, Letters to the Editor, and/or the Question Box as described herein might provide an intense area of interest and examples of play. The format might be similar to Series Replay (for Midway) but contain informative discussions by some member of the readership versus the Avalon Hill staff. Major topics for NUT MAIL (or some other suitable title) should be in design analysis, ambiguous rule interpretation or revision, experimental game or situation changes, and the effect these revisions or changes might have on realism versus playability. Minor questions or ideas should also be diagrammed and discussed, thus providing ANSWERS *in situ* for many would-be Letters to the Editor.

For example in Volume 10, No. 2, Dr. Pournelle's suggested improvements of France '40 are "well worth thinking about" but is this as far as they should go? Even more recently Paul Mills' *Panzerblitz Revision Upheld* is indeed timely. This illustrates the semantics of wargaming and reports the whys and why nots of revisions, albeit after the fact.

Most importantly, however, the goal of this section should be to invite serious debate for constructive purposes and the topic (not the article) should be judged by the readership as well as Avalon Hill. New techniques (etc.) receiving a "vote of confidence" might then be play-tested and possibly adopted.

In past issues results from the questionaire-rating system have often provided surprises to Avalon Hill, at least in the "interest area." Indeed, a polling upon such debated subjects may also induce surprise as well as furnish a speedier tenure for novel ideas.

Sincerely,
Dr. J. Michael Robinson
Purdue University

★★★★★

Dear Sir:

I would like to suggest a modification to an otherwise good PanzerLeader pbm system by Foos and Woodfall (Vol. 12, No. 4). This would be for the players to agree on a system of numbering the hexsides of each hex (similar to the indirect fire scatter diagram) with a number from one to six. Each turn, the moving player lists the unit, the starting hex, the movement pattern, and the stopping hex. The movement pattern is a list of the hexsides moved through, thus providing an exact path for the determination of whether that particular unit is subject to opportunity fire. For example, consider Allied 0530 (107mm mortar) at D-P6 and German 3501 (SdKfz 234/1) moving from D-S3 to D-M3 along the road. This would appear as

3501: D-S3 211212 D-M3

Using this information, the Allied player could then determine that 0530 can fire at the armored car, using opportunity fire, starting in hex D-O3.

John Libby
La Jolla, CA

READER BUYER'S GUIDE

$12.00

TITLE: TOBRUK   **SUBJECT:** Individual tank & squad level game of the war in Africa, May-June 1942.

TOBRUK was the 24th game to be reviewed in the RBG and rated 16th overall with a cumulative rating of 3.10. It apparently is one of those games which you either love or hate. There isn't much of a middle ground—the ratings consisting primarily of 1's and 9's. We even have differences of opinion among our own staff as to the relative merits of the game.

This should be expected in a game which represents such a break from the norm of traditional combat factor-type land battle games which preceded it. *TOBRUK* is the smallest tactical level game we have yet attempted wherein each counter represents a single AFV, crew-served weapon or ten man squad. To simulate this level of combat we fell back on miniatures theory and adopted special fire effects charts for each weapon type. "Hits" were further classified as to type and penetration power—again requiring separate die rolls. And there is the rub—die rolls. The great attention to detail created largely by the seemingly infinite die rolls which turn on the realism buff, totally shocks the playability devotee. This is the only issue in *TOBRUK*. If you want realism at any cost, there is no more detailed treatment of armor warfare. On the other hand, if you're looking for a game that doesn't require a large investment in time needed to gain familiarity you had better look elsewhere.

TOBRUK fared best, as can be expected, in the Realism category where it polled the 4th best rating to date. It also showed well in Components

where it rated 6th and in Play Balance where it took 9th. A pre-planned 2nd edition rulebook (several thousand pre-publication editions were sold) did well by itself in gaining a 2.77 rating—good enough to put this extremely complex game in the top third of the Completeness of Rules category.

On the negative side, it was a dead-last and next-to-last performance in the "Mapboard" and "Ease of Understanding" categories which adversely effected the Cumulative Rating. The *TOBRUK* mapboard is totally devoid of terrain and encompasses only hex upon hex of sand-colored cardboard. Many players wanted terrain of some type—even if there wasn't any, and their indignation at the lack of dunes, wadies, or escarpments weighs heavily on the game.

1. Physical Quality		2.85
2. Mapboard		4.68
3. Components		2.13
4. Ease of Understanding		4.32
5. Completeness of Rules		2.77
6. Play Balance		3.06
7. Realism		2.11
8. Excitement Level		3.00
9. Overall Value		2.96
10. Game Length		3 hr., 36 min.

THE QUESTION BOX

PANZER LEADER

Q. Assume a landing unit is dispersed on a beach. Does it undisperse in time to move off the beach hex before another unit lands or will they continue to stock up dispersed units as long as a unit lands in that hex each turn?
A. Units dispersed by Op. Fire will undisperse at the end of their current turn so they may move off before the next wave lands. Units dispersed in the German player's turn however do not become undispersed until the end of the next Allied move and therefore will be in the beach hex, causing the next wave to land dispersed. However, units dispersed in this manner become undispersed at the end of their turn and may therefore move off the beach next turn before the next wave of assaulting force.

Q. May an infantry unit landing on a beach move 1 hex off or is its movement allowance expended in landing?
A. The latter.

Q. May more than 1 unit land on a beach hex in the same turn if they come from different adjacent sea hexes?
A. Yes, but they will be dispersed.

Q. Can a unit starting on a block load or unload in that hex?
A. Yes.

Q. May a unit remain indefinitely in a stream hex without rolling the die after it has entered it?
A. Yes.

Q. May a unit move from stream hex to stream hex?
A. Yes—but it must successfully roll the die for each new stream hex entered. Failure would leave it in its original stream hex.
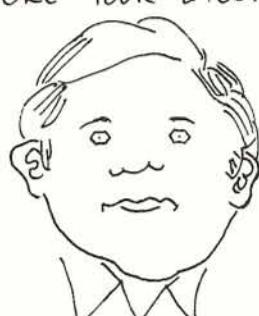
Q. May a spotted unit move out of its spotted location and then back into it in the same turn and become unspotted if a spotting unit is not adjacent?
A. No, it remains spotted.

A. H. Philosophy . . . *Continued from Page 31*

nan of *DIPLOMACY WORLD* on the history of postal play, Edi Birsan on the tactics of *DIPLOMACY*, Doug Beyerlein on Boardman numbers, and Allan Calhammer on the invention of the game. Admission will be free.

Of more general interest is the Design Consultation Service organized by the Morningside Game Design Project. Theoretically, six professional designers will be on hand to consult on an individual basis with amateur designers on the application of design principles to their games. The 6 designers have not been identified yet but it is expected that Al Nofi, John Prados, and Randy Reed will be among them. Admission will be free.

The Design Workshop, again sponsored by Morningside, will be more audience oriented. It will feature a one-hour presentation on a particular game design topic broken down into six ten minute commentaries by the designers on the panel, followed by half an hour of questions and answers from the floor. Admission is free.

Simulations Publications, Inc. will host a number of seminars with varying formats. James F. Dunnigan will be the featured speaker at the first one on Friday evening. His topic will be "Research & Design of Games." Admission will be $1.00. Tickets can be purchased at Tournament HQ during the con or via pre-registration.

"Rules & Development of Wargames" will be the subject Saturday afternoon. SPI Game Design & Development personnel Irad Hardy and Frank Davis will be the featured speakers. The seminar will be limited to the first 40 pre-registrants. Admission will be $1.00. Tickets can be purchased only via pre-registration.

"Art & Graphics" will be the subject for Redmond A. Simonsen Saturday evening. Admission will again be limited to the first 40 pre-registrants. Admission will be $1.00.

The SPI ROAST is the title of the gathering of the entire SPI R&D staff in the main auditorium Saturday evening for a "give and take" session with the audience. The audience will be free to ask questions throughout the presentation. Admission will be free.

"Tactics of Game Playing" will be the topic Sunday morning for speakers Fred Georgian and Tom Walczyk of the SPI R&D Staff. Admission will be limited to the first 40 pre-registrants. Admission will be $1.00.

SPI will also be demonstrating their new "monster" games; *WAR IN THE WEST* and *TERRIBLE SWIFT SWORD*.

Thomas Shaw, Vice President of the Avalon Hill Company, will return with his humorous auctioneer act to host an improved, more orderly auction of gaming items. If you have gaming articles you'd like to sell, bring them along and deposit them in the tournament HQ sometime before Sunday. 15% of whatever you get for your item will be retained by the auctioneer.

EXHIBITORS

Although more dealers will probably be added between now and the Convention the following list includes all those who have paid the necessary fees and will be in attendance: Avalon Hill, TSR, Lou Zocchi Associates, AT-TACK International Wargame Association, Lowry Enterprizes, D. Housman Associates (C.-In-C. miniatures), Flying Buffalo, Inc., Battleline Publications, Games Research, Inc. SPI, Taurus, Jagdpanther Publications, Excalibre Games, Inc., Rand, Wonderful World of Games, GDW, Conflict Game Co., Naval Institute Press, Baron Publishing Corporation, McCoy Publishing Co., GHQ, and The American Wargamer's Association.

This completes the list of events scheduled for ORIGINS II. More events may be added later. In addition there will be plenty of open gaming, presentation of prestigious awards (the Charles Roberts Awards will return and be joined by the PANZERFAUST Awards), demonstration games and hobby stalwarts to meet. Early indications are that we're not far from right when we brag that "everyone who is anybody in the hobby will be there." To follow up on last year's special guest celebrity (Charles Roberts), Rear Admiral C. Wade McClusky has been invited to attend this year's show. The exploits of the then Commander McClusky have been portrayed in the new full length motion picture *MIDWAY* by Universal which is scheduled for release in July. His appearance should be a fitting climax to a fine weekend of gaming exploits.

DIRECTIONS

Those arriving by plane should take the limousine service from the airport to 101 W. Fayette St., walk to Baltimore St. and from there a taxi or Bus No. 11 to John Hopkins. Greyhound Bus travelers should take Bus No. 10 to 29th St. while those arriving on Continental Trailways should go to Baltimore St. where they'll board Bus No. 11 to JHU.

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

		Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1.	ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
2.	PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
3.	RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
4.	1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
5.	3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
6.	PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
7.	CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
8.	FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
9.	JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
10.	LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
11.	MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
12.	AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
13.	ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
14.	ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
15.	BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
16.	TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
17.	WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
18.	BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
19.	D-DAY	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
20.	STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
21.	TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
22.	1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
23.	GETTYSBURG	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
24.	KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8

HAVEN'T YOU EVER SPENT A WEEKEND PLAYING WARGAMES... ONLY TO END UP SEEING HEXES BEFORE YOUR EYES?!

DOESN'T IT MAKE YOU FEEL PROUD WHEN THE GENERAL PRINTS YOUR (CHOOSE ONE): ARTICLE, LETTER, CARTOON? ETC.

Although Contest No. 70 appeared to be little more than a guessing game to many readers, such was not its intent. This contest tried to emphasize the importance of intelligent selection of matrix cards in order to minimize one's own losses while maximizing the casualties of the opponent. In a game such as *1776* the survival or destruction of one's army often depends on a successful matrix selection.

Those who analyze matrix probabilities and can apply them to their tactical selections have an advantage which is both subtle and important. A player who has mastered its use can maneuver his forces with confidence and attempt bold maneuvers relying on his ability to minimize through the matrix the penalties of his gambles.

This contest was designed so that the matrix system and the contest results could be compared statistically. It is a tenet of statistics that the accuracy of the results is a function of the number of trials. Unfortunately, within the limiting space in which we worked only 10 trials could be performed. Even so, the results are surprisingly close.

Predicated on our analysis of optimum defensive calls (i.e., 8, 1, 3 and 4, 7, 2, 5 and 6 in that order), we selected the following four choices in order of frequency 2, 1, 4 and 3. Choices 5, 6, 7 and 8 were eliminated as being too minimal in value. Choice 2 was chosen most often as it has a minimal effect to defensive card 8 and was favorable against 3 and 4. With a totally random offense and defense selection, the attacker would average a total of –3.13 against his battles in 10 trials. Against the attack selections as set up this is reduced to –1.88 or 60% of the random selection. The mean of all returns matched the prediction at exactly –1.88. Our actual defensive calls were in order: 2, 1, 4, 3, 3, 1, 1, 2, 4, and 2.

Contest No. 70 was one of the less popular efforts to date judging from the small number of responses. Those who had the best insight into British General Uhl's plans included Bob Carpiello of Jax, FL who generated a total of –12 die roll modifications on his 10 attacks. Other winners in descending order included: W. Cassidy, Westport, CT; R. Chenowetti, Hopkins, SC; K. Lieder, Minneapolis, MN; J. Coule, Alamo, CA; J. Yazvac, Newport News, VA; J. Malaska, Ocean, NJ; B. Spitzner, Binghamton, NY; R. Travis, Clinton, OH; D. Little, Downey, CA.

Vol. 12, No. 5 of the *GENERAL* proved to be a rather average issue—polling a 3.22 rating on the contest feedback system. The ratings of the individual articles on our 200 random sample system which allots 3 points for a first place vote, 2 for second, etc. looked like this:

The Simulation Gamers' Association has announced the First Annual Greater Los Angeles Simulations Convention will take place at California State University in Northridge, CA on June 4-6, 1976. Action is slated for six board game and four miniatures tournaments from 9 a.m. to 11 p.m. all three days. Both *WS & IM* and *KINGMAKER* will be featured among the tournaments. Dr. Jay Christensen, sponsor for the Association asks that interested parties

Infiltrator's Report

suggest other tournament possibilities so that arrangements can be made if there is sufficient interest. Entrance fee is 50¢ plus 50¢ for each event entered. For further information write: Jim Blancher, 19536 Minnehaha St., Northridge, CA 91324.
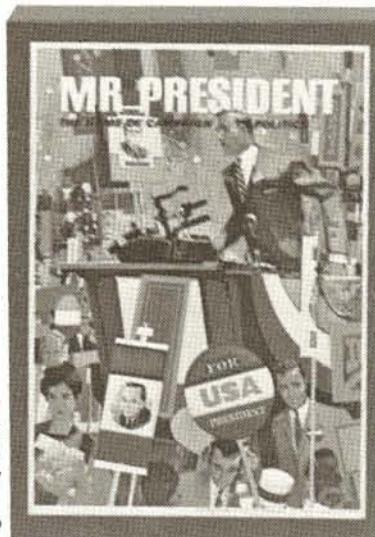
Canuck reader Robert Correll of Toronto writes to inform us that he is organizing a group trip to ORIGINS II. Robert organized a similar happening last year to Dipcon VIII in Chicago and welcomes interested readers along his route (*DIPLOMACY* enthusiast or not) to contact him for further information at his 44 Rawlinson Ave., Toronto, Ont. M4P 2M9 address or call 416-481-0146. Others interested in organizing this type of charter transportation service to ORIGINS should contact us immediately so that we can give you some publicity in the June issue.

We urge clubs from other cities to investigate the possibilities of special charter rates to ORIGINS II. Many airlines offer significant discounts for groups of 10 or more which should enable all but the most destitute to attend the national show.

OPPONENTS WANTED

AREA 1670 player seeks opponents in pbm/ftf, AK, RW, Mid, BB. Please, 1600 plus players only. Dennis Cook, 1406 Linda Vista, B'ham, AL 35226 (205) 822-0059

Adult player needs opponent for Tobruk in Mesa-Tempe area. Terrel E. Kuhn, 1928 S. Los Altos, mesa, AZ 85202, 838-6654.

Opponents wanted for AH classics plus Blitz, Fr'40, Guad, Mid, Orig, Pan, 1776, and 3R. Tournaments now forming in these and others. Dave Slick, 7331 E. Portland St., Scottsdale, AZ 85257, 946-0527.

Pbm opponents wanted for Pan, BB, Fr'40, RW, and Wat. Sorry, have no kits. I am AREA rated 1200. Daniel Wayne Lee, 1208 Leyte Rd., Coronado, CA 92118, 435-6798.

AREA 1200 would like to pbm other opponents for most AH games. Any clubs around? Mark Hargus, 12 Weston Dr., Daly City, CA 94015, 756-0999.

AREA opponents of similar ability wanted. My rating 1500. Pbm Pan, Fr'40, RW, Anzio '74, Blitz (either version). I have no kits. Ftf anything. Brian J. Dvorak, 373 Willowspring Dr., Encinitas, CA 92024 (714) 753-6177.

1600 plus adult AREA player seeks same caliber opponents for AREA pbm in AK, BB, DD, or 'Grad. Use new AH rules. Claude Todoroff, 2637 W. Lincoln, Montebello, CA 90640 (213) 726-7383.

SAGA any board gamer in SF Valley and adjacent areas are invited to attend our meetings. Call or write: Jim Blancher, 19536 Minnehaha, North Ridge, CA 91324 (213) 363-6222.

If you want to play, come to the Recreation Room of the Lakeview Branch Library on 850 El Embarcadero at 12:30 PM 465-6129 Roger Harrington, 40 Moss Ave. No. 102, Oakland, CA 94610 (415) 658-2593.

First year player pbm TAC, AK, DD, Pan, L-D, BB, Tobruk, have cost of kits. Mature players only. Greg Clark, 8320 Camelback Cir., Orange-vale, CA 95662.

Adult player inviting others to participate in weekly ftf meetings. Six to twelve players have been meeting for over thirteen months. Steve Spoulos, 107 Esplanado No. 77, Pacifica, CA 94044, 359-6988.

Wanted: Pbm players for DD, Wat, Blitz or AK. Ready to take either side or any game. Will split pbm kit costs. Brian Russell, 55 W. Arlington, No. 2, Pasadena, CA 91105, 799-0488.

Club of wargamers will pbm ftf almost all AH games. Have kits for some games. Just send name of game we'll have you player. Scott Petersen, 921 Crinella Dr., Petaluma, CA 94952, 762-0328.

Wanted some opponents who will answer letters sent. Historical aspect of game enjoyed. All letters answered quickly! Bill Toedter, 8408 Florida Ct., Sacramento, CA 95826, 383-3902.

13 year old desperately needs ftf opponents. Play anybody, anyplace, anytime. Am also very interested in a club. Mike Kero, 371 E. 39th St., San Bernadino, CA 92404, 882-6084.

1200 rated AREA ftf any game. New Blitz or Jut rules if you have them. Would like to join any local club. David Perham, 1916 Chatsworth Blvd, San Diego, CA 92107 (714) 224-7985.

Opponents wanted for ftf only. I have 74 wargames. I am high school age. Bradley Nozik, 135 Lomita, San Francisco, CA 94122, 661-4006.

Experienced adult wargamer wants tough ftf in Bay area. AREA matches desired. Also interest Group San Fran. information. Tournament planned. Mike Peterson, 1919 The Alameda No. 36, San Mateo, CA 94403, 574-5998.

OOPS ftf gaming. So. Cal. area. No pbm. Write for info. and tourney sked. SASE or return postage please. Convoy soon 3R, Origins, Grand Prix. Jim Reilly, 2609 W. La Verne, Santa Ana, CA 92704.

Will be in Durham, NC 3/15-6/15 seek ftf area opponents for Anzio and other games. Tom Oleson, 1200 High Ridge Lane, Santa Barbara, CA 93103 (805) 966-2351.

Wanted opponents for ftf, pbm competition. Are there any wargamers in the Bakersfield area, any clubs? I'm area rated 1300. Edward G. Houk, 512 Pierce, Taft, CA 93268.

Northridge simulation group needs players Saturday at 17323 Saticoy Northridge, CA 91324, 343-0401. Tyrone H. Villanuve, 17651 Victory, Van Nuys, CA 91406, 996-0554.

AREA rated players wanted to pbm Grad. Must be rated 1200 or over and be willing to play both sides using the latest rules. Joseph Angiolillo, 16 Oliver St., Hartford, CT 06106.

Pbm PanLD with referee. AREA players, you'll be rated 1200. State Ser. or Allied preference. Send SASE for details. Patrick Flory, 252 Old Canterbury Trfk. Norwich, CT 06360 (203) 822-9031.

Wanted ftf opponents in Boulder. Most war games. Call Dick 497-2701 8-4 weekdays. R.A. Nixon, 875 Alpine No. 22, Boulder, CO 80302.

Anyone in the Denver area? Average high school player seeks ftf 3R, 1776, RW and others. Willing to learn any you have! Henry Moncure, III, 1601 Woodsdale Rd., Wilen, DE 19809, 762-9749.

My Jasta II willing to engage you on "The Sit & 2nd ARRAS Campaigns." RW pbm. Macro PanLd, Panzernacht Pan AREA average. Willing to be adventurous to be Ser. Po Box 7054 Ft. Lauderdale, FL 33305, 943-7953.

Will ftf anybody any game. I'm in the St. Pete area. Also limited in transportation. I have 23 AH games. Ronald Leslie Seney, 6096 45th Ave. N. Kenneth City, FL 33709, 546-6142.

Wanted desperately ftf RW, 1776, PanLd. Pbm Pan, 'grad, Gett. AREA average. College student. All letters answered. Rob Larsen, 420 Date Palm Loop, Port Richey, FL 33568 (813) 842-8937.

Need ftf player anyone out there in Stuart, Ft. Pierce. Have several AH games. Age 15. Will play pbm. Roger Truitt, P.O. Box 711, Stuart, FL 33494, 283-1718.

Orlando vicinity ftf wanted for Tobruk, AK, Pan. I destroy all ftf; want to try pbm. Age 28. Gregory C. Masciana, 2510 Roxbury Rd, Winter Park, FL 32789 (305) 644-8058.

Pbm or ftf opponents for Luft or 3R. Also ftf games for Mid, 1776. Average high school player. Russell Moore, 943 West First, Weiser, ID 83672, 549-2454.

Want pbm opponent for 'Grad, area only, prefer 1200 to 1500, my rating about 1320. David L. Kopp, 116 N. Franklin, Ames, IA 50010, 292-4228.

Area pbm Anzio, Panzerblitz. Steve Powell, 1819 Sussex Ct., Betterdorf, IA 52722 (319) 359-1004.

AREA opponents wanted, AK, Alex, BB, Mid, Pan, PanLd. Anyone who has trouble with Jim Croley contact me. Bill-where did you go? Frank BiWeir, Jr. R.R. No. 3, Clarion, IA 50525 (515) 522-2088.

Attempting to form a club of Barrington area wargamers. Will ftf Tobruk, Luft, Pan, 3R, 'Grad, DD, Mid, Orig, Fr'40, RW. Fred

Leuhring, 201 E. Tower Dr., Barrington, IL 60010 (312) 526-6027.

Need ftf badly. AK, BB, 'Grad, Fr'40, others. Want to learn 1914, 3R, Alex. Average high school player. Can't travel far. Any clubs? Gary Handzel, 1500 Atwood, Berkeley, IL 60163, 547-8166.

Wanted ftf opp. average to good player in twenties seeks same. Can play 3R Luft, Fr'40, Pan, AK, Blitz, DD. View no phone. Mr. Dana Herby, 721 Briar Pl. Chicago, IL 60657.

Any AH players in Chicago? Will play ftf BB, Jut, RW, TAC. All letters answered. Also willing to learn new games. Will play any side. John Panosh, 2737 S. Tripp, Chicago, IL 60623, 521-2197.

Needed: ftf opponents for 3R, Wat, or 1776. Will also play Gett, AK, Fr'40. Doug Baker, 319 Dempster, Evanston, IL 60201, 475-9338 Rm. 48.

Opponents, monthly gaming newsletter (send for free sampel-13 cents postage appreciated but not necessary), affiliated clubs and conventions from American Wargaming Assoc. $51 year membership. Kevin Slimak, 3 Primrose Ln., Fairview Hts, IL 62208 (618) 398-3305.

Wanted: Pbm opponents for Wat. either side. Have own kit. Good novice looking for addition-al experience. Rich Sofinowski, 8833 S. Sproat, Oak Lawn, IL 60453 (312) 423-2260.

Adult area member (1600) wants pbm in Pan. Will also consider other tactical games PanLd, WSIM. Russell Wood, 331 Alice Ave., Oglesby, IL 61348 (815) 883-3581.

Pbm Mid, Fr'40, Blitz, Gett, AK, WS&IM, 1914. Ftf all plus Jut, RW, 1776, Cville. Kaiser's Army takes all in any WWI game. AREA 1300. Chris Phillips, 303 E. Cook, Sheffield, IL 61361 (815) 454-2461.

Opponents wanted for pbm Blitz. Have kit. Ftf at my place RW, Blitz, Mid, 3R or will learn your game. 1st yr. player age 20. Bill Bodell, 2351 Discovery Dr. Apt. E, Shaunburg, IL 60194, 882-7937.

Club forming in SW Chicago suburbs. Steven Malecek, 7819 Janes Ave., Woodridge, IL 60515, 971-0123.

Ftf opponents wanted. Game for any title. Prefer persons over 17. M. N. Seikel, RR 3, Box 180R, Brownsburg, IN 46112 (317) 852-7491.

Average adult seeks ftf in AK, BB, Blitz, Jut, Luft, Mid, Pan, PanLd, RW, Wat, WS&IM, 1776. Will also try pbm Luft. Russell Werner, 307 S. 18th St., Chesterton, IN 46304 (219) 926-5938.

Want pbm for AK, BB, DD, Blitz, Fr'40, Mid. Have no kits but will buy half of yours. Any clubs in Laf. area? Jim Bradley, 6841 New Castle Rd., Lafayette, IN 47905 (317) 523-2649.

Will ftf Luft, Mid, DD, 1776, Alex. Would like inform. on PanLd. Pbm systems. Am avg. player. Would like to start club. Not AREA rated. Peter Schmidt, 2028 Lakeshore Dr. Mich. City, IN 46360, 874-7324.

Wichita Wargamers Assoc. new players ranging from all ages. Meets twice a month. No dues required. Present membership at 26. Robert Backer, 955 Acadia, Wichita, KS 67212, 722-0711.

Wichita Wargamers Assoc. seeks to hear from other wargamers in the Wichita area, wargam-ers interested in playing our members pbm, and wargame clubs elsewhere. Ian Johnson (Secretary) 540 N. Roosevelt, Wichita, KS 67208 (316) 682-9586.

AREA rated pbm or by harn radio BB, Blitz, DD, Fr'40, Gett, Guad, Luft, Mid, Pan, PanLd, RW, 1776, TAC, Wat, W&4RTN. Cpt. Paul T. Allen, Jr. 5760 B Allison, Ft. Knox, KY 40121 (502) 624-1980.

Wanted ftf 3R, AK, Anzio, BB, DD, Jut, 1914, Fr'40, Luft, Pan, PanLd, 1776, RW, Tobruk, WS&IM. Will try Pbm. AREA will buy half kit. AREA 1200. Steven Glenn Thomasson, 1404 McNutt Dr., Alexandria, LA 71301, 448-0409.

AREA 1200 player with pbm ftf or pbp AK, BB, DD, 'Grad, TAC or Wat. Have kits or will split cost need Louisiana wargamers! Tom Spang-ler, 602 Lockwood Ct., Lake Charles, LA 70601 (318) 477-1250.

I am: novice player of college desiring PBM opponents for Waterloo, Gett, Afrika Corps. Would like a rated player. Keith Schrader, 1824 Metzerrot Rd. Adelphi, MD 20783 (301) 439-2120.

Wanted ftf RW. Will also pbm this game. AREA rated at 1200. Also any clubs around Towson and Baltimore. Malcolm Green, 1010 Malvern Ave. Balto. MD 21204, 825-8290.

Wanted to buy: Complete sets Vol. 9 & 10 of General. Good condition. No xeroxes. Write with offer. Joe Pellazza, 530 W. University Pkwy. Balto., MD 21210 (301) 366-8760.

Desire serious ftf opponents for ftf AH games especially 1914, Pan, Leyte, Gulf, and Tobruk. Ftf only and if possible in the immediate Wheaton area. Paul Hannah, 11106 Bybee St., Silver Spring, MD 20902, 649-2319.

Ftf opponents wanted most wargames average adult player. Ken Roy, 1200 Com Ave. No. 10, Boston, MA 02134, 232-6961.

Novice age 21 with good transportation seeks ftf BB, DD, 'Grad, Mid. Will consider pbm. No kits. Bob Winskow, Apt. 411A, 1612 Worcester Rd., Framingham, MA 01701 (617) 879-6844.

Wanted: Average to excellent opponents for ftf area competition. Have Blitz, 3R, 1776, DD, BB, 'Grad, Tobruk. Prepare to write your will. Am 15. Eric Lee, 1111 9th Ave. S. Fargo, ND 58102 (701) 293-3682.

Ftf opponent for BB, 'Grad, and Pan. I am willing to travel if necessary. Jeff Wells, 450 W. Alex Bell Rd., Centerville, OH 45459 (213) 433-1997.

Ftf AREA members wanted. Rated 1500. I have Anzio, DD, Gett, Mid, Pan, PanLd, 1776, 'Grad, 3R, and Wat. Anzio is my specialty. David Van Ken, P.O. Box 221, Chardon, OH 44024 (216) 286-1031.

Middle age novice beginner needs ftf club contacts for instruct. and coaching West Cleveland area have TAC, LUFT, Fr'40, Pan. Richard V. DeVries, 15326 Triskett Rd.,

DD, Gett, and Wat. Will also pbm AK. I have kit will play any side. Alan Baril, 114 Ravenswood, Waltham, MA 02154, 893-0697.

The absolutely best admiral in the German High Command wishes to ftf Jut. Joseph Halko, Kingsbury Rd., Webster, MA 01570, 943-1458.

Metro Detroit gamers: Now in our 5th year. Maturity preferred. Instruction to master play. No red tape, or dues. All are welcome. No blood sport. Michael Bartinkonski, 943 Stewart, Lin. Pak, MI 48146, 928-7744.

Ftf in most AH games, DD, Jut, Luft, Fr'40, RW, Krieg. Will learn others. Pbm Wat. Les Light-stone, 16091 Harden Cir. Southfield, MI 48075, 559-7018.

Want pbm opponents for Luft only. Will play either side. Jeff Jones, 277 Princeton, Tra-verse City, MI 49684 (616) 947-9336.

Average player wnats pbm Luft, DD or ftf Mid, Krieg, RW, Anzio, Luft or DD. Have AREA but not needed to play. Kurt Ladder, 4947 Girard Ave. S. Mpls. MN 55409, 822-8191.

Pbm ftf BB, 'Grad, DD, Anzio, PanLd, will sell new 1776 for $5.00 or will trade for Chancel-lorsville. Bob Merbhardt, 1075 Matilda St., St. Paul, MN 55117, 489-3004.

Any adults willing to play with 8-10 15 year olds? Ftf only. All post-1970 AH games. Many others. Highland Park. Phone me. John Herron, 1640 Randolph, St. Paul, MN 55105, 690-1410.

Ftf opponents wanted in 3R, Fr'40, Pan. You be Germans. Am average player, age 17. Will play anyone. Brent Lenz, 131 10th St., Festus, MO 63028 (314) 937-4210.

Average adult player seeks mature ftf competi-tion for most AH games. Bob Marlow, 1322 Highland Dr., Rolla, MO 65401 (314) 364-7632.

Wanted ftf for Pan, Jut, Luft, and Krieg. Am average player. Tim Evans, 1709 Seven Pines Dr., St. Louis, MO 63141, 878-3845.

Adult wants pbm non-rated WS&IM, Caesar, Pan, PanLd. Novice to all 4, want to play for fun, not blood. My current area rating is 900 ACD. Tim Grant, 8716 Brandis, St. Louis, MO 63144 (314) 968-3159.

Wargamers join SMWA. We play all AH games, meetings every Sunday. For weeks. Members are in AWA and attend many conventions. Gordon Stone, 16 Corson St., Rochester, NH 03867, 332-8412.

14 yr. old wants ftf AK, Alex, BB, Luft, TAC, Tob, Pan, PanLd. pbm AK. Any clubs in area? Steve Swertz, 1909 Lark Lane, Cherry Hill, NJ 08003, 429-2171.

Ftf or pbm opponent wanted average 3R, PanLd, BB, Fr'40, 1776. Travel limited. Have no kit will pay half you choose scenario. I'll choose side. Scott Lipton, 555 Rogers Dr., Landing, NJ 07850, 398-1814.

Ftf or pbp BB, Fr'40, Gett, RW, 1776, Pan, Chancellorsville, average adult. Have pbm kits. 58 Van Wyk Rd., Lk. Hiawatha, NJ07034, 335-9821.

Any clubs in area? I own AK, 3R, Anzio, Mid, Blitz. I'm 17 with travel somewhat restricted for a friendly club and game. Tibor Vari, 29 Sandra Lane, Wayne, NJ 07470.

Average player needs competent opponents in Anzio, BB, Blitz, DD, Fr'40, Luft, Orig, Pan, PanLd, RW, 'Grad, Wat, WS&IM. Will buy one half kit. Joe Kelleher, 453 Parker Place, Wyckoff, NJ 07481, 891-9014.

Pbm AK only. Must be area member. Average player; no wins yet. Tom Spinto, 88 Stowe Ave., Babylon, NY 11702.

Desperate adult player wants ftf must be willing to play any game. Good player, age 26. Carl Amling, 167 Fifth Ave. Bayshore, NY (516) 666-0182.

Pbm opponents wanted for 'Grad (me German) using 1974 revised rules. Also pbm AK (me British). Have kits for both games. All letters answered. Bob Spitzner, 1236 Wildwood Ln, Binghamton, NY 13903, 797-2140.

AREA member wants adult ftf opponents in triple cities area. Have 20 Avon War games. Will play any other Is there club in area? Douglas Glennie, 506 B. WM. Revben Dr., Endicott, NY 13760, 785-5759.

Adult AREA rating 1130. AK, DD, BB, 3R will answer all pbm letters WWII games my specialty. Back in hobby after eight year break. Wesley Sayre, 17 Fleetwood Drive, Goshen, New York 10924 (914) 294-9531.

Wargamers needed to play Tobruk a Fr's Mar, ft. one night a week. Bob DeMaio, Hicksville, NY (516) 938-2443. 171 Park Ave. 11801. Need ftf opponents for RW, Krieg, 1776, Luft, 3R, Pblitz, C-Legions, Alex, Fr'40, Tobruk. Play any age opponent. Nick Galante, 14 Chatham Ct., Hicksville, NY 11801, 433-8719.

Achtung! Meet your match at pbm AK. I prefer Germans but will beat you with Brits. Have kit, all letters answered. Jack Wilson, 35 Short Hills Dr. Hilton, NY 14468, 392-3724.

AREA 1200 player needs pbm opponents for WAT, DD, Gett, Chansville and most any other AH game. All responses answered promptly. Ed Alexis, RFD No. 3, Putnam Rd., Peekskill, NY 10566 (914) 769-4379.

"Field Marshall" Braun will destroy all oppo-nents pbm in 3R, Pan, BB, and foil all hopes for rebel success in 1776. All letters answered promptly. Robert A. Braun, 8 Onteora Ct., Shokan, NY 12481 (914) 657-8902.

Ftf Pan,PanLd, 1776, Luft, Tob, BB, Anzio junior high student in third year of gaming. Will play any game. I'll try pbm. Beware novices! Marx Lord, RD No. 1, St. Johnsville, NY 13452, 993-2101.

Wanted opponents for ftf Alex,Mid, Pan. Will pbm Pan. Are average player high school age. Scott Ryan, 16 Gilmor Dr., Stony Point, NY 10980, 786-5081.

AREA 1200 gamer looking for ftf opponents in Fort Bragg area. I'm 27 and have AK, 3R, 1776, Grad, Wat. Anzio is my specialty. Dan Parkinson, HHC, 46th SPTGP, Fort Bragg, NC 28307 (919) 396-2955.

PBM AK, Grad, AREA or not. I'm looking for many issues of various gaming mags, can you help? Top prices for reasonable condition. David Anteczak, P.O. Box 5411, Raleigh, NC 27607 (909) 834-6830.

Cleveland, OH 44111, 251-0576.

Help! Myself and two friends isolated. Want ftf for AK, Wat, Fr'40, RW, Krieg. Will learn others. Leo Tischer, 11806 Hamlen Ave. Cleveland, OH 44102, 421-4145.

Average player seeks ftf AK, Grad, PanLd, Pan, Fr'40, Anzio, Alex, 1776, 1914. Play any side but prefer German. Rich Travis, 6071 S. Oval, Clinton, OH 44216, 825-9365.

AREA 1200, desires rated position pbm 3R, any side, any scenario or campaign. Also moderate or play in Alliance Campaign. Rated ftf almost every title. James A. Rowland, 3660 openings in Orig. and Nuclear Destruction. Monthly zine. Dennis Agosta, 900l Foxridge, Blacksburg, VA 24060, 703-951-3340. I need pbm ftf opponents for BB, Blitz, willing to learn new games. Kevin A. Russell, Box 146 Cheriton, VA 23316, 804-331-2224.

24 year old would like ftf Grand. Will sell for $18.00. All letters answered. Offer ends April 1st. Richard Barber, 640 Second St, Gulfport, Miss. 39501, 863-7924.

FOR SALE: Le Mans and Management. Mint, never used. Send bids on postcard to: Alfred Weisse, 18 Sterling Place, Glen Rock, NJ 07452.

1914, Anzio, (69) for sale. Where is the ftf in Cortland-Homer? Miscellaneous game adden-da for sale. Must have kit. R. W. M. of General. $7.50. John O'Addario, 36 Greenbush St. Cortland, NY 13045 (607) 753-0614.

FOR SALE: Guad, $20, 1914 $15.00 plus postage. Matt Mason, 8 S. Helderberg Pkwy. Slingerlands, NY 12159 (518) 439-4877.

FOR SALE: Guad, mint store condition never used. Bids start $15. J.T. McAniff, III, 105 Harbord Dr. Midway Park, NC 28544 (919) 353-0532.

FOR SALE: 1914, Jut'69, excellent condition $7 each. UB w/metal ships, best offer over $20. Other games for sale also. All letters answered. Conrad Mueller, 125 17th St. N.W. Apt. 18, Canton, OH 44703 (216) 456-0236.

Have 1914 for hex Gett. Send your list of haves wants for mine. Want unused blank hex sheets, counters, etc. Sell old Generals. Dave Lilley, Rt. 2, Box 298-L, Woodford, VA 22580 (804) 633-6076.

FOR SALE: Very good to excellent 1914 and excellent 1961 DD. Will sell to the highest bidder. Manuel Moody, 328 Hazel St., Belmont, WI 53510.

Will ftf or pbm about anything. Discont. Games, General back issues wanted. John Berkley, 189 W. Berkley Ln., Hoffman Est, IL 60172 (312) 885-9860.

Wanted 1914, must be in mint cond. Best price purchased. Also ftf any game. All letters answered. Paul Nordhaus, 1845 Beechnut Rd, Northbrook, IL 60062 (312) 272-2018.

Wanted: All out of print games. Willing to trade or buy list games for trade and prices. Also want ftf opponents in DD, Grad, BB, Pan, PanLd, AK, 3R, Wat, Kevin Combs, 11225 Old Balto. Pike, Beltsville, MD 20705 (301) 937-4497.

College age player wants pbm opponents in Wat, Grad, DD, Blitz, BB, AK. Some played for AREA. Also interested in mediating or playing Strategic Jut. Scott Peth, 515 Walnut No. 9, Ann Arbor, MI 48109, 761-3507.

Will party who called Mar. 13 from East Brunswick, NJ regards PAN please call back. I accept your offer to play ftf. Play anybody pbm AK. Ted Shalack, 17 Lexington Dr., English-town, NJ 07726 (201) 446-6647.

Wanted, General Volume 10 No. 1 thru 6 and Vol. 11 No. 2, 3, 4. Write or call, please no photo copies. Mike Dubicki, RD 3-1716 2nd Ave., Toms River, NJ 08753 (201) 349-2646.

Wanted: LeMans boxed. I pay for copies. Call or write stating terms. Frank Schaustal, 509 MacNary Rd, New Windsor, NY 12550 (914) 565-6188.

Pbm D-Day, Pan, RW and ftf Krieg improvise. Anyone ftf in Poughkeepsie, Cagrange area? Doug Heuss, Lois Lane, R. 80 S. Pough-keepsie, NY 12603 (216) 452-6474.

Would like to trade mint Guad and mint 1st ed. Anzio for mint 1914 first come, first serve. Pbm Pan, AK, DD, BB, no kits. Henry Lynn Estes, 302 Legion Rd, Hope Mills, NC 28348 (919) 425-7219.

Average 15 year old player desires ftf oppo-nents for 1776, AK, 3R, BB, AK, Grad, Anzio. Take any side but prefer German. Rich Travis, 6071 S. Oval, Clinton, OH 44216, 825-9365.

AREA 1200 wishes experience with a good or ex. player. Pbm Blitz, Pan, ftf PanLd, AK, W.S.I.M., 1776. Looking for practice not necessarily rated match. James A. Sides, Jr. Apt. 51, Indigo Hall Apts. Georgetown, SC 29440 (803) 546-7513.

AREA pbm, ftf (1200), BB, AK, Pan with W.S.I.M. ftf anything. Robert Miller, 307 Lewis St., Fredericksburg, VA 22401, 373-7024.

AREA 1200, college-age, wants opponents for pbm Wat (me Nappy), BB (me German), H.D. Tran, P.O. Box 610, Williamsburg, VA 23185.